



This template requires Game Creator and general knowledge about Triggers Actions and Conditions.

***"NEVER GIVE UP AND KEEP MOVING FORWARD"***

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## The Goal of this Template

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The Goal of this template is to give you something you can use and break! See how actions and triggers work.

# GC Mechanics Folder

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I have updated this Template with a folder called "GC Mechanics". This is designed to help simplify viewing different game Mechanics so that you can inspect how they work and try to use them in your own projects.

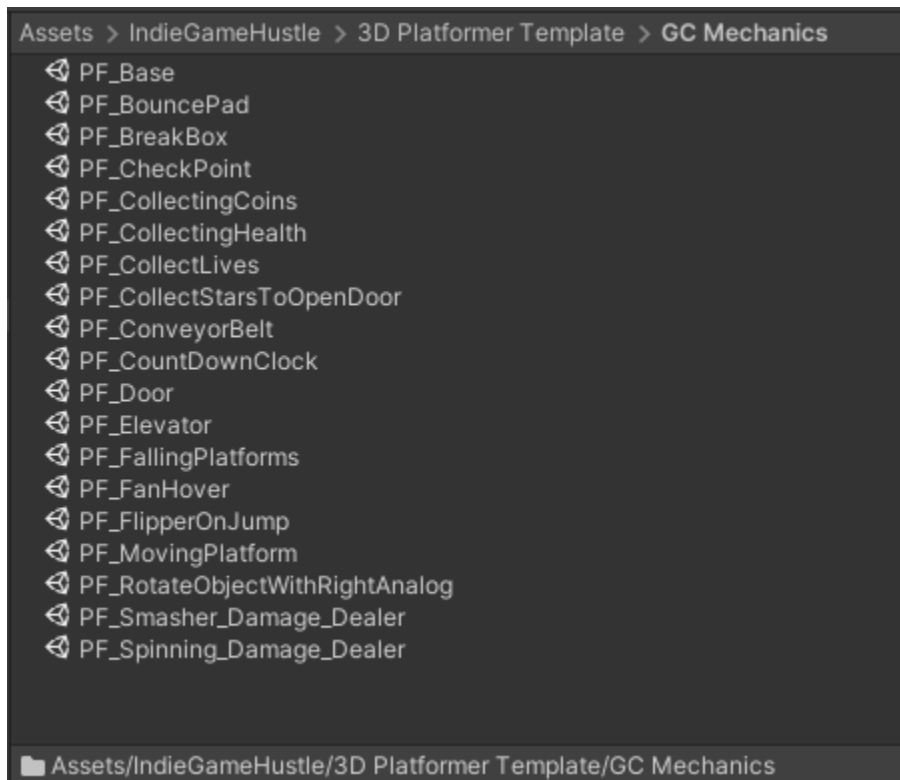
## Spawn Player and Check Point -

**Note:** You will need to create a Global Variable called "checkPointSpot" and give it a **Type Number** for the Spawn Player and Check Point to work correctly.

## Conveyor Belt -

**Note:** You will need to create a Global Variable called "speed" and give it a **Type Number** if you decide to use it with a Global. However, I have also made it work with a Local Variable so you don't have to worry.

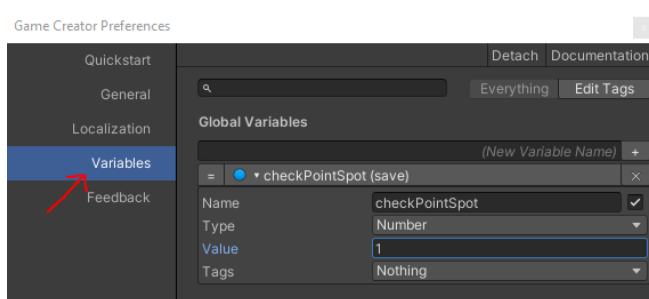
This list will grow to add more useful mechanics based on community feedback and requests. All using Game Creator Triggers, Actions and Conditions.



# Project Setup

**SPAWN PLAYER/CHECK POINT SETUP:** To set up the Demo and the Check Point Mechanic you will need to create a Global Variable in the Game Creator Preferences.

Go to: Game Creator – Preferences and on the left side on the menu select Variables.

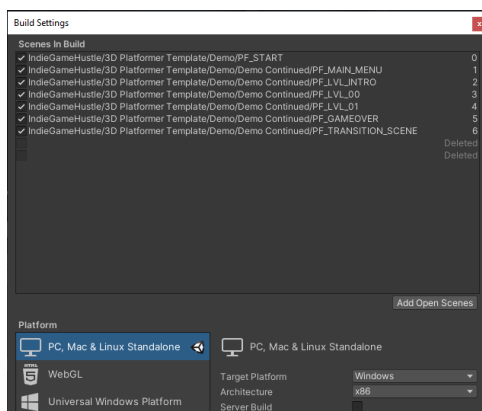


Here you will create that Variable named “**checkPointSpot**” and give it a **Type Number**

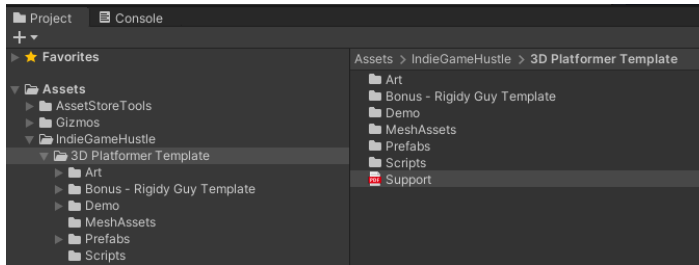
**Next**, you will need to add your project files to the build settings.

**NOTE:** \*Please Make sure you have Installed Game Creator from the Unity asset store before doing the below steps.

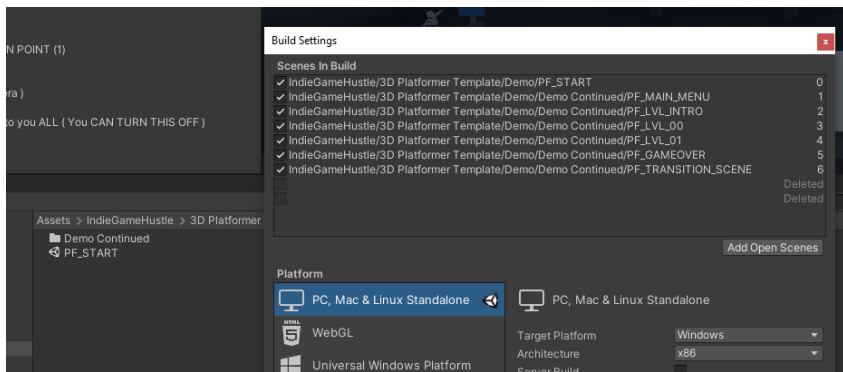
1. In Unity at the top left, go to “File”
2. Click on “**Build Settings**”



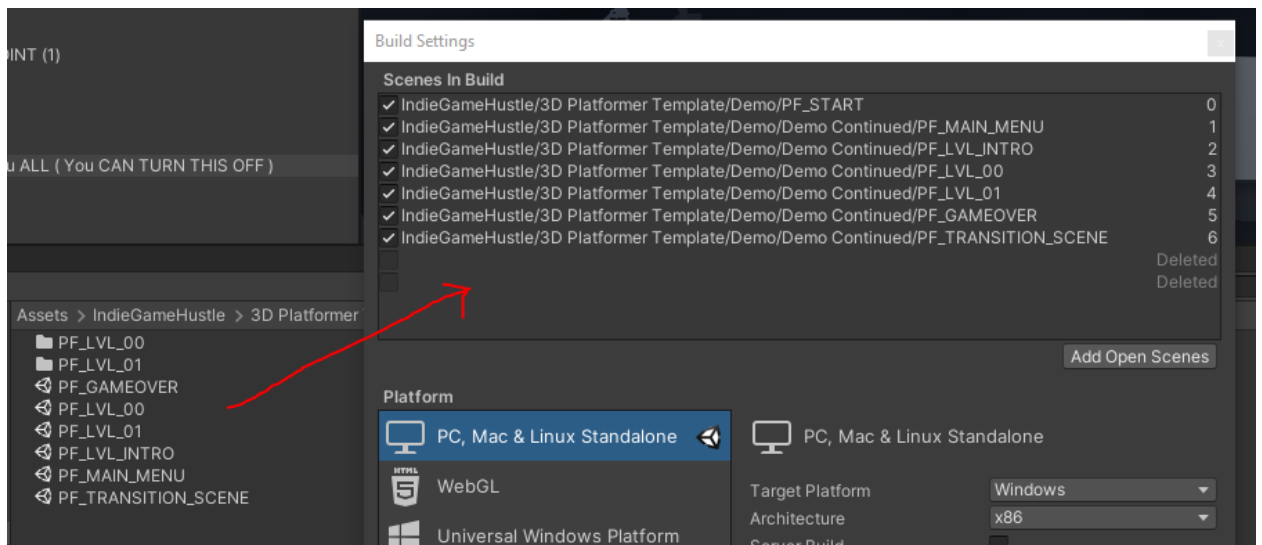
3. Here you will see a Build Settings menu scene/panel. In the Project Folder, go to folder called **"Demo"**



4. Inside this folder, you will need to **"click and drag"** the scene file into the build settings area.

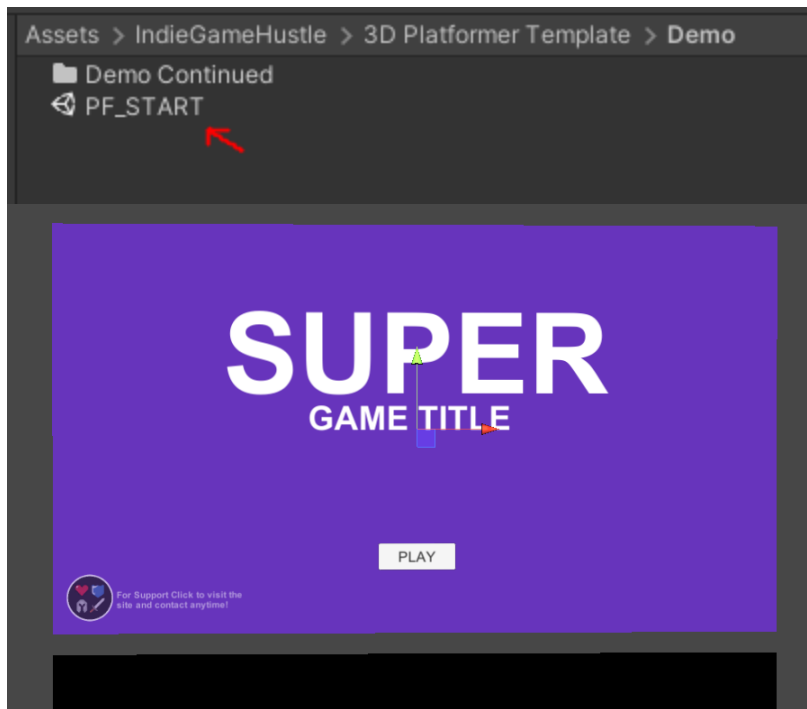


5. Next go to the Demo Continued Folder and move the scene files listed.

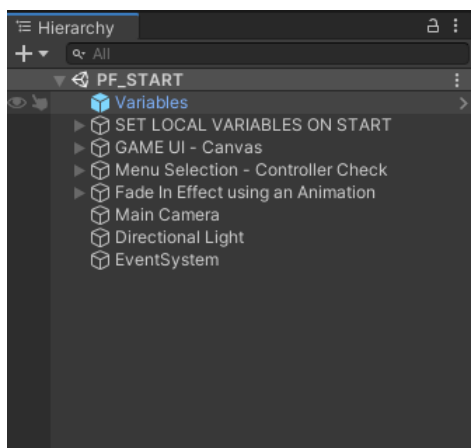


## Scene: PF\_START

This scene acts like an intro to the entire project. It is designed to give you a general workflow or layout to building out how the game can connect to scenes.



*Note: As with every scene in this project you will see that the Game objects in the Hierarchy will be commented. This will give you a better understanding as to how the game actions are working.*



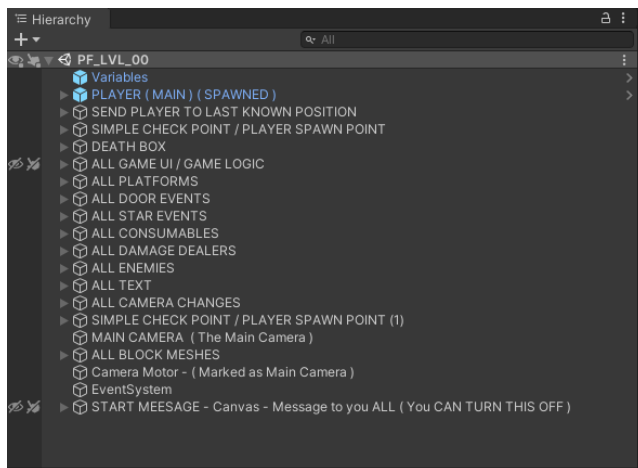
# Scene: PL\_LVL\_00

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In each scene you will see in the “hierarchy” a list of game objects. Each game objects will have Game Creator Components. These components are what drive the games logic.

You will notice that there is a Game Object Called “Variables” this object holds all the variables that are require for the scene to work.

Also, if you noticed, each game object has been commented or named to help you learn and understand how the logic of game creator is working.



## Scenes - Hierarchy Game Objects

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**Try It:** Please review each game object in your scene Hierarchy.

Other General Scenes:

### **PL\_LVL\_01**

In this scene: This is an example scene on how you can set up a level using the logic presented.

### **PL\_LVL\_INTRO**

In this scene: This scene is an example of having a story element after leaving the main menu scene. This scene uses Actions and triggers! Give it a try.

### **PL\_MAIN\_MENU**

You will be presented with a simple Main Menu to get you started.

## PL\_TRANSITION\_SCENE

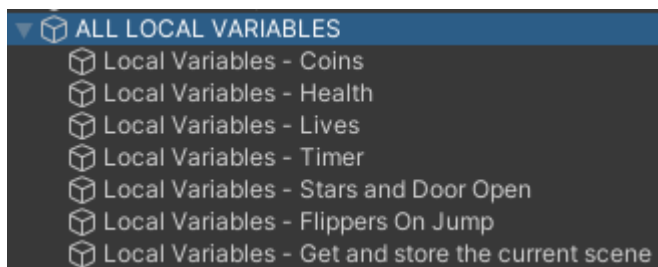
In this scene: The transition is used after the player selects the exit from the Pause menu.

## PL\_GAMEOVER

In this scene: A simple Game Over Scene after the player finds the exit on the PF\_LVL\_01.

To challenge yourself, how would you set up a player death?

1. **Variables** – This object has an important component called “Local Variables”. Plus you will create a Global Variable for the Check Point and Spawn Player to Work.



2. **GAME UI** – This is where your Canvas items will be. Things like Player Hud, UI Buttons etc. Within that these objects will have components like Triggers, Actions and Conditions.
3. **FADE IN** – This is an effect created using the Unity animator. This effect simply sets the alpha color at the start of a scene simulating a fade in.
4. **SET LOCAL VARIABLES** – This will set any local variables to the desired value. Note: this is not in every scene and will depend on your overall scene layout or transitions. This may be used when you want to reset certain variables.
5. **PLAYER (Main)** – This is the Player object that will interact with all scene objects.
6. **SIMPLE CHECK POINT / PLAYER SPAWN POINT** – When a player enters this area a trigger will be set, and various variables will be assigned to record the player's last known position. This will also give you a chance to set other actions up like sounds and animations if you wanted.
7. **DEATH BOX** – When the player lands or enters the Box collider of this object it will trigger a set of Player and Game Logic triggers that will send the player to the Check point.

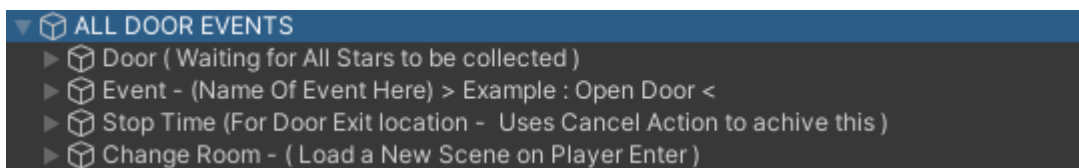


**8. ALL GAME UI / GAME LOGIC** – Within this game object you will see both Game Logic Manager and Game Pause. GAME UI will hold the Player Hud Objects and Game Logic will hold the General Game Mechanics – These are commented in detail for use.

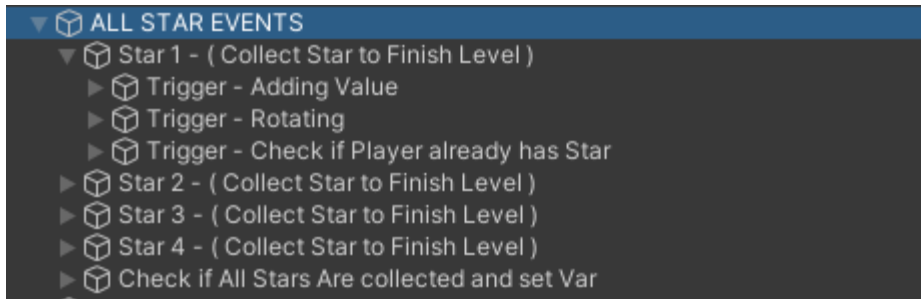
**9. ALL PLATFORMS** – This game object holds all of the Moving Platforms in the scene.

- a. Flipper OnJump
- b. Flipper Auto
- c. Moving Platform (Markers for Position)
- d. Falling Platform
- e. Platform Path
- f. Wall Jump (Set Tag to Wall)
- g. Slide Out
- h. Wind Pad
- i. Spring

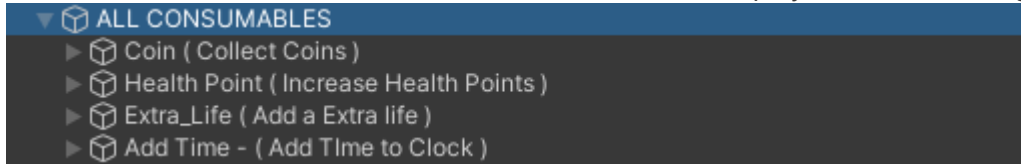
**10. ALL DOOR EVENTS** – Here you will see 4 Game Objects that make up the general Door event that happens when a player collects all Four Stars.



**11. ALL STAR EVENTS** – These are the Star Game Objects that are require for the Door to work. Of course, you can make up anything you want as this is only an example of using Triggers and Action with Conditions.

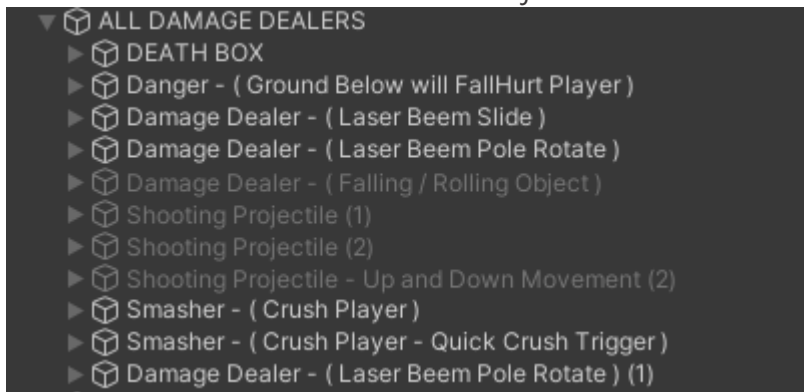


**12. ALL CONSUMABLES** – These are the few items that the player can collect. Right now,



there are Coins, Health, Extra Life and Add Time.

**13. ALL DAMAGE DEALERS** – A Set of Objects that can reduce the player health.



3D Platformer Template v1.1.2

**If you have any other questions, please reach the support channel on discord:**

<https://discord.gg/gmvM7CU>