// Haikun huang
// 2/19/15

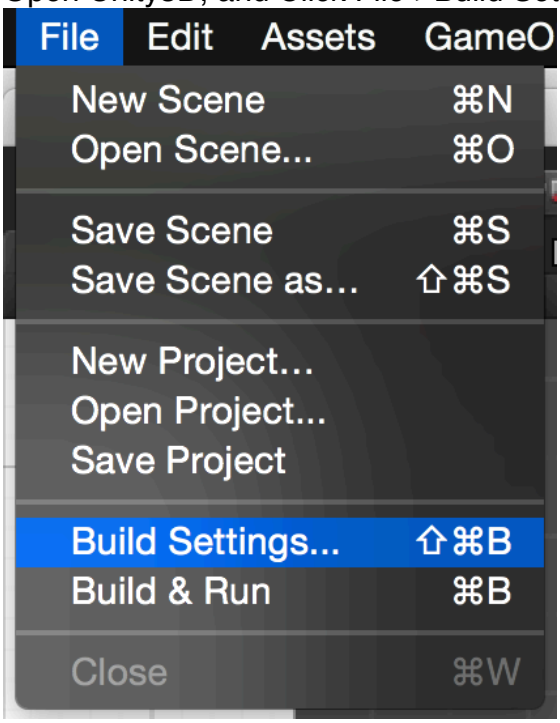
As we discussed in our meeting time, I created and finished the function of Entry Points.

What is Entry Points?

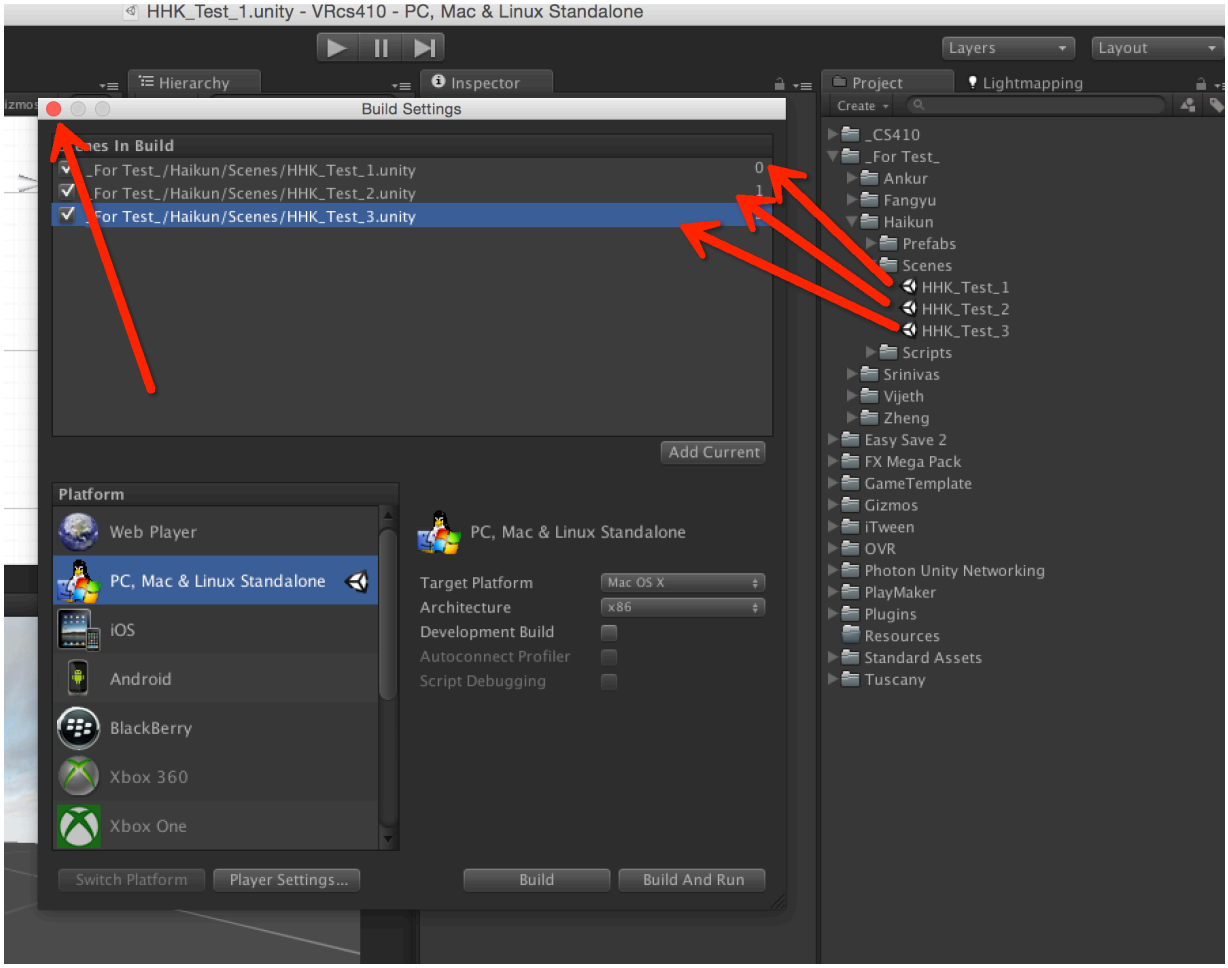
It is used to connect 2 levels/scenes. For example, in the lobby, there is many doors/ ways connecting to the others rooms/buildings, so, which door connecting to which rooms? Or say, what is the relationship between doors and rooms? So, that is what the Entry points doing.

So, let us download the project and you will see that I have already created a demo for Entry Points.

Open Unity3D, and Click File->Build Settings…

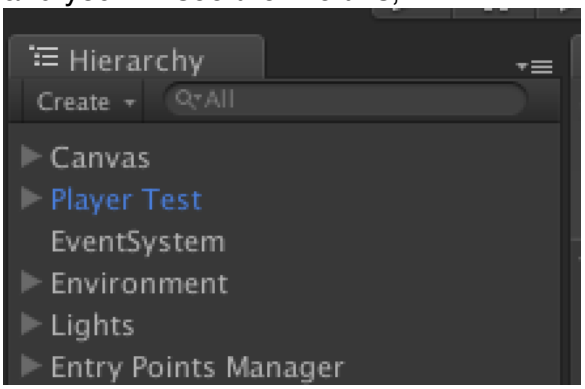


and follow below, just drag and drop the demo scene into the builder,



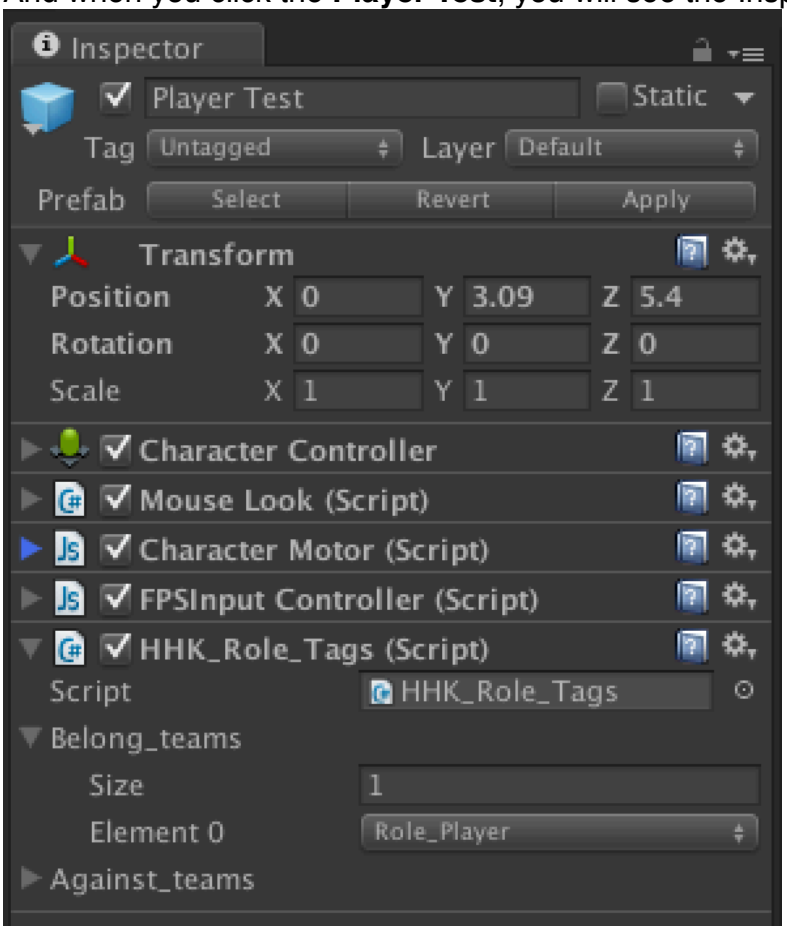
Make sure the **HHK_Test_1** on the top, this position will be loaded first.
Then, close the builder windows, and then test it in Unity.

How does it work?
Double click the **HHK_Test_1**.unity which is located in **_For Test_/Haikun/Scenes/**, and you will see the like this,



Some import object you need to understand,
Player Test, I made this into a prefabs, so, it is a blue color.

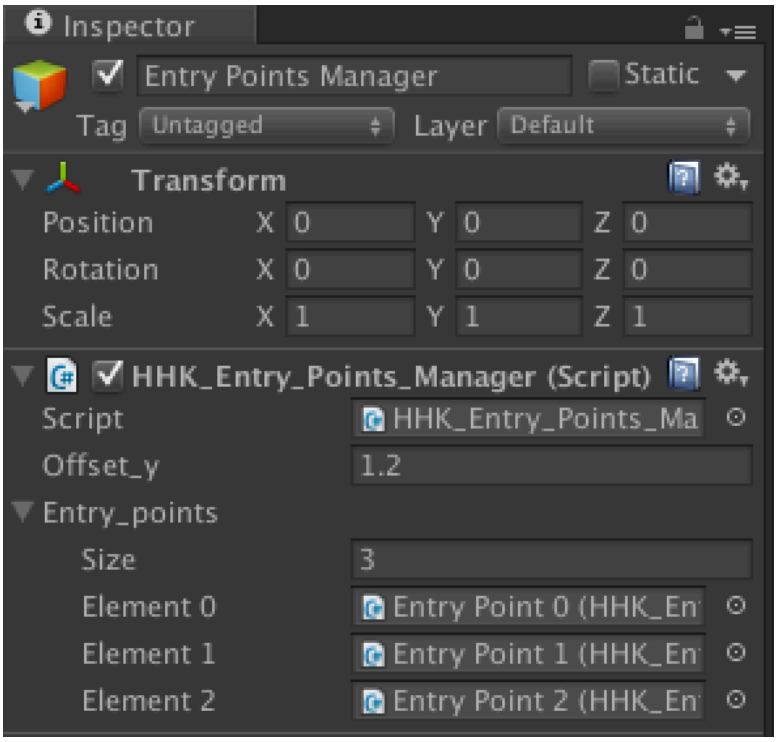
And when you click the **Player Test**, you will see the Inspector like this,



The component named **HHK_Role_Tags**, it is an **extend tags**, which is more power than the one Unity3D provided. Once you understand the tags of Unity3d, you will understand mine, I will provide a study link later.

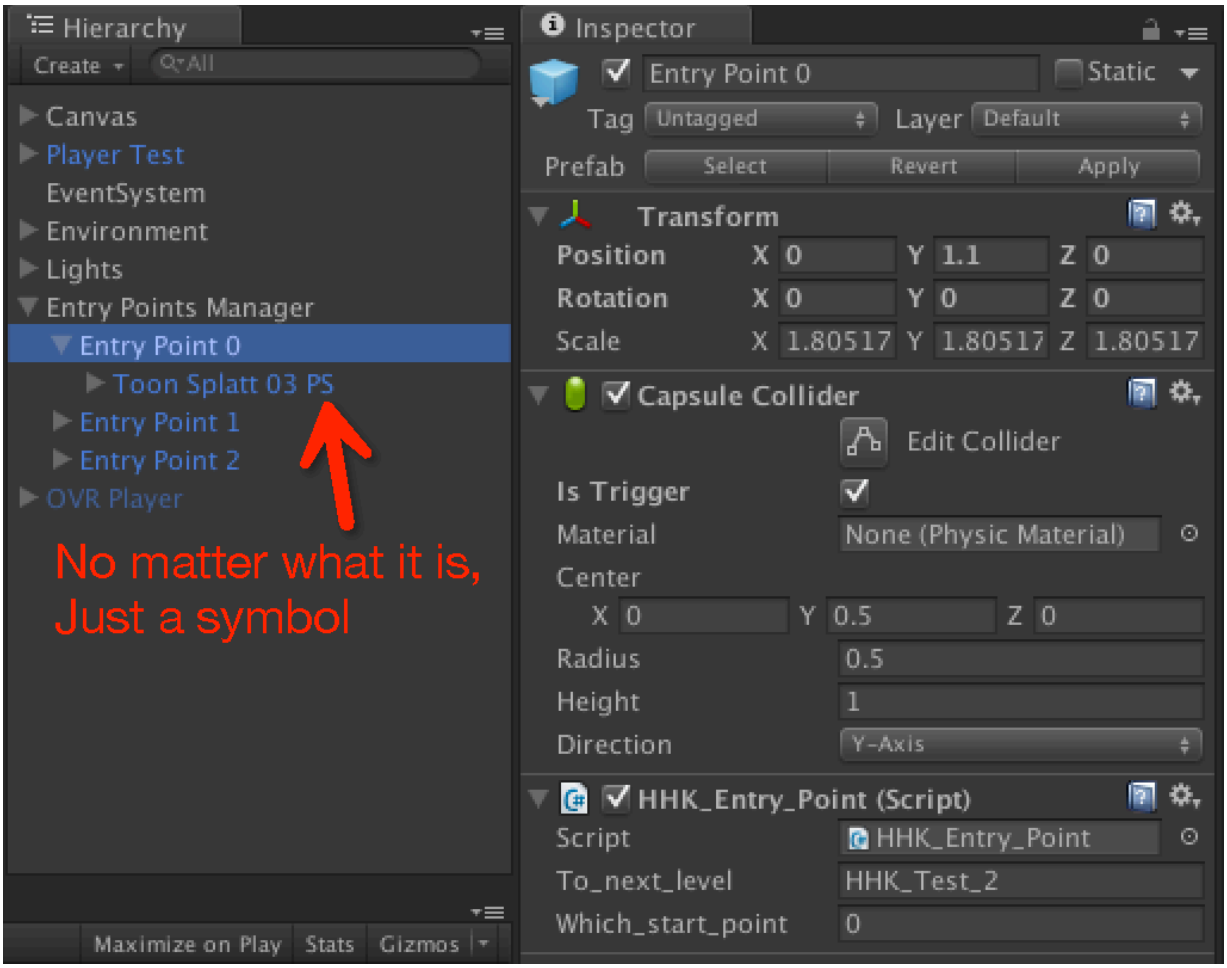
So, now you can just use this **Player Test** prefabs, for a quickly test your code or scene, this prefabs is located in **_For Test_/Haikun/Prefabs/.**

Now, see the **Entry Points Manager**, actually, it is a empty object, and attached a **HHK_Entry_Points_Manager,** also this object as a group that make the all entry points in a well organization. so, please make the **Position** and **Rotation Zero**, and **Scale One.**



This component is used to manager all the Entry Points in currently scene. So, once you setup all the entry points, please link/connect them to this manager, just drag and drop it to the field of **Element** X. And modify the **Size** if you need.

And now, see the **Entry Point 0**, it is a prefabs, and attached **HHK_Entry_Point**.



The var **To_next_level** means which scene we need to go, and the **Which_start_point** means where the player will show up in the next scene.
The value of **Which_start_point** is a index of the **Entry_Points** of the manager. so, please do this carefully.

Note, once you create the prefabs, and setting/putting your prefabs(as a object) into the scene, you do want to use the **Apply** button which on the top of Inspector, because this function will **rewrite/sync** all the objects which ref to the same prefabs, and you really do not want this.

Also, the **collider** is **required** (No mater what kind of the colliders), please make sure the check box **Is Trigger** is **Checked**.

So, now, try to build something our and write some useful code for our project. And test them in your own folders.

You can following the **Tasks** which list in the agreement. Just pick what you want.

PS, we did not assign any specific tasks to any person, so that feel free to create/ coding something. Next meeting, we will discuss the tasks, and assign them to specific

person.

Some link you may want.
Tags:
http://unity3d.com/learn/tutorials/modules/beginner/editor/tags

Coding:
http://unity3d.com/learn/tutorials/modules/beginner/scripting

Animation:
http://unity3d.com/learn/tutorials/modules/beginner/animation

Colliders & Triggers
http://unity3d.com/learn/tutorials/modules/beginner/physics/colliders
http://unity3d.com/learn/tutorials/modules/beginner/physics/colliders-as-triggers