

# Etra's Non-Gamer Tutorial Creator

Unity Hub Documentation v1.0.0

**Patreon:** <https://www.patreon.com/Games4Nongamers>

## **Please watch the following videos for a breakdown on asset features:**

- 1) Overview: <https://youtu.be/VF9EyVxl8o0>
- 2) Adding a Non-Gamer Tutorial: <https://youtu.be/yNWQsQpC4vI>
- 3) Creating Level Chunks and UI Animations: [https://youtu.be/HvJzkzIlly\\_Q](https://youtu.be/HvJzkzIlly_Q)

Etra's Non-Gamer Tutorial Creator is a tool that lets you seamlessly add a customized non-gamer tutorial into your Unity game!

Etra's Non-Gamer Tutorial Creator package is Compatible with **Unity 2020.3**, the Standard and Universal Unity Render Pipelines, and the New Unity Input system out of the box, but it can be manually updated to other Unity versions or Input systems.

Etra's Non-Gamer Tutorial Creator requires the Cinemachine, TextMeshPro, PostProcessing, and ProBuilder packages to function with the new Unity Input System recommended.



These dependencies will not automatically install when you import the package into your project.

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## **Package Dependencies:**

The Etra's Non-Gamer Tutorial Creator package requires the Cinemachine, TextMeshPro, PostProcessing, and ProBuilder packages to work.

The New Unity Input System is what this package fully supports, however, there is partial support for Unity's built in input system. Expanding the built in input system support or supporting plugins like rewired should be an easy enough task, since all input is handled through the StarterAssetsInputs.cs script and one event system. More details are in this video: <https://youtu.be/yNWQsQpC4vl>

## **Demo Scenes:**

In *Assets/Etra Games/Etra's Non-Gamer Tutorial Creator/1-UserAssets/Scenes* there are three demo scenes to showcase the default Non-Gamer Tutorials.

- *FpsExample\_NonGamerTutorial.unity* showcases a FPS character with all recommended learning blocks.
- *TpsExample\_NonGamerTutorial.unity* showcases a TPS character with all recommended learning blocks.
- *Empty\_NonGamerTutorial.unity* showcases an empty world where you can build your own non-gamer tutorial.

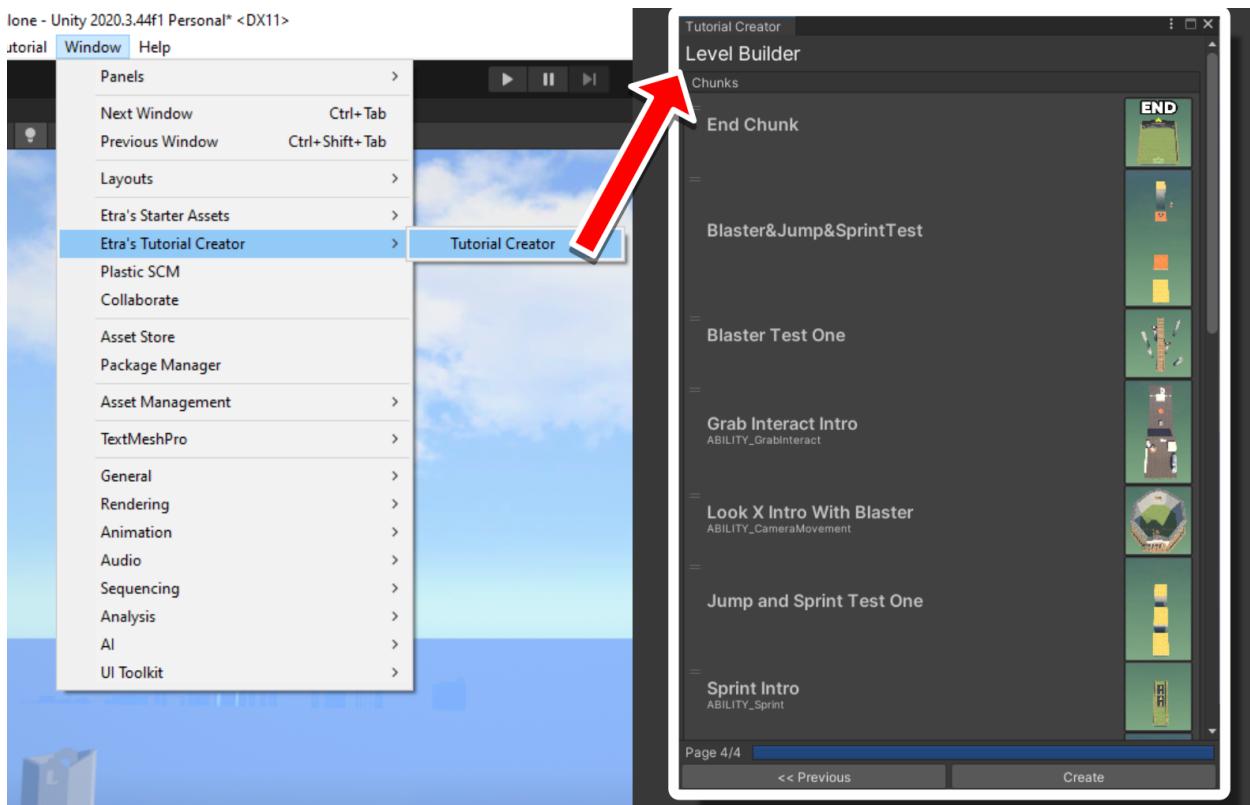
## **The Tutorial Creator Window:**

To create your custom non-gamer tutorial you can go to an empty scene, but it is recommended you open up the *Empty\_NongamerTutorial* scene.

(*Assets/Etra Games/Etra's Non-Gamer Tutorial Creator/1-UserAssets/Scenes/Empty\_NonGamerTutorial.unity*)

### *Tutorial Creator:*

To add your Non-Gamer Tutorial to the scene, simply go to Window->Etra'sTutorialCreator->Tutorial Creator



From there progress through the pages to create your non-gamer tutorial.

Ability	Cannot Select All	Already Knows Select All	Is Taught To Select All
Activate Interact			<input checked="" type="checkbox"/>
Camera Movement			<input checked="" type="checkbox"/>
Character Movement			<input checked="" type="checkbox"/>
Checkpoint Respawn			<input checked="" type="checkbox"/>
Grab Interact			<input checked="" type="checkbox"/>
Jump			<input checked="" type="checkbox"/>
RigidBody Push			<input checked="" type="checkbox"/>
Sprint			<input checked="" type="checkbox"/>
Dash			<input checked="" type="checkbox"/>
Crouch			<input checked="" type="checkbox"/>
Blaster			<input type="checkbox"/>
Flashlight		<input checked="" type="checkbox"/>	<input type="checkbox"/>
Grabber		<input checked="" type="checkbox"/>	<input type="checkbox"/>
Sword	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## PAGE 1/Intro:

The First Page contains basic information about the creator and links for support.

## PAGE 2/Character:

The Second Page has you select your Gameplay type (this changes camera position

and fov) as well as select your character model.

#### PAGE 3/Abilities&Items:

The Third Page has you select what abilities or items your player does not have, what abilities or items your player has, and what abilities or items the player will be taught throughout the course of the non-gamer tutorial.

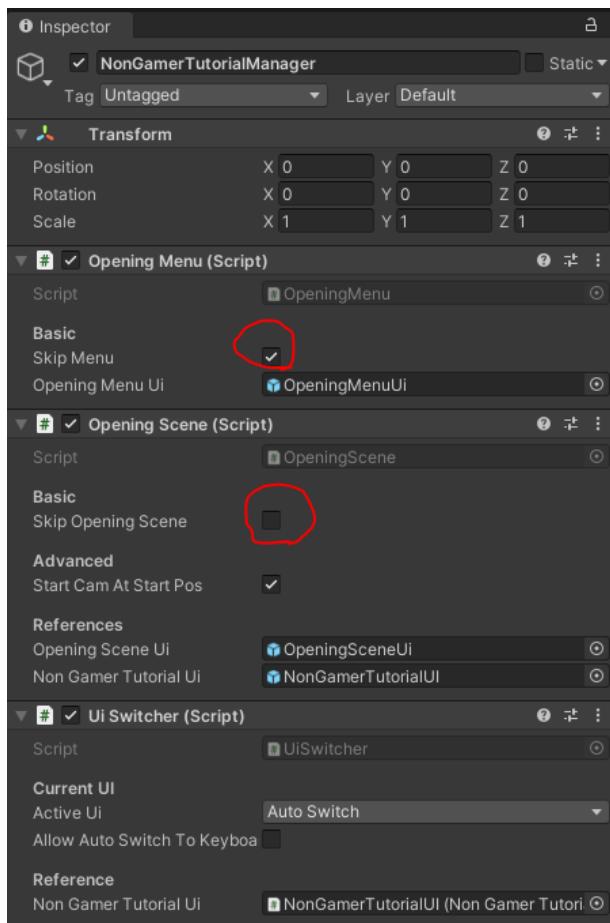
#### PAGE 4/Level Builder

The Fourth Page automatically loads in a recommended set of level blocks based on your previous choices. In this page you can rearrange, add, or remove level blocks before finally creating the tutorial.

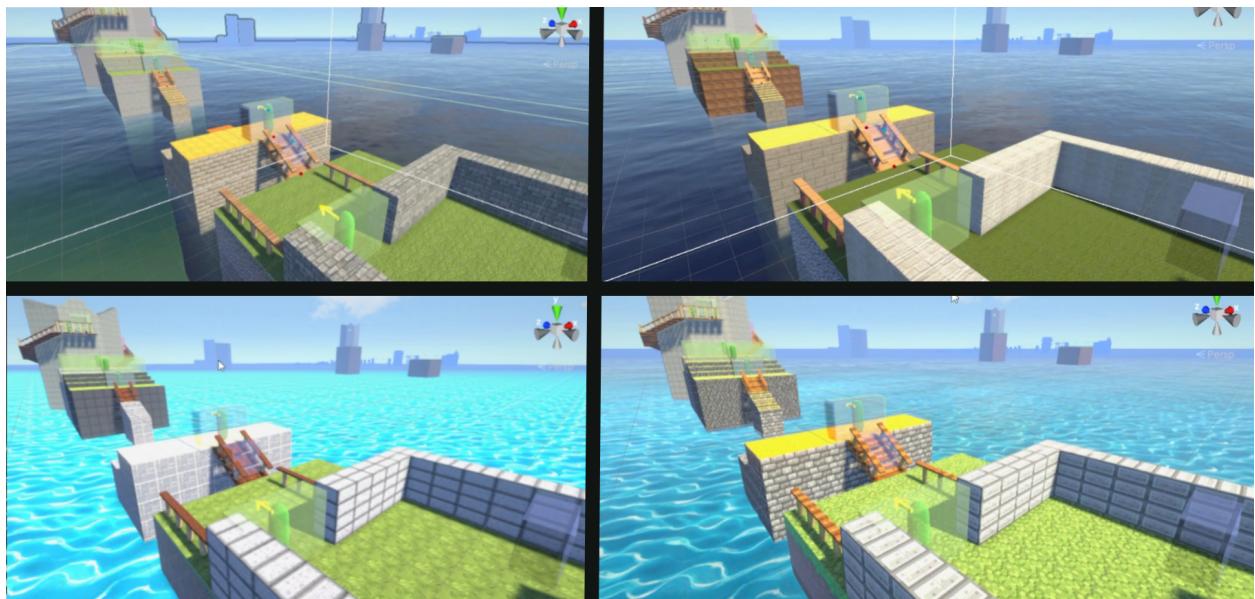
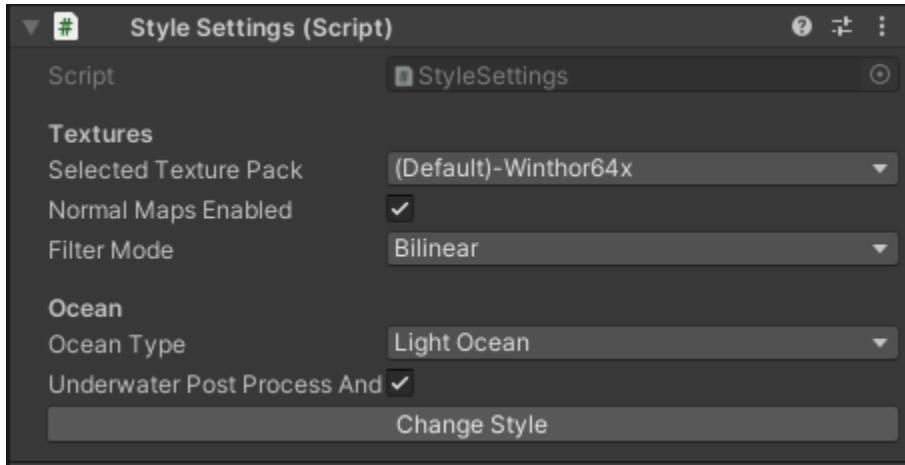
### **Non-Gamer Tutorial Manager Settings/Game Styles:**

Once the tutorial is created, you can look at the non-gamer tutorial manager to find additional options to edit.

Namely, it is quite useful to skip the opening menu and cutscene if you are testing changes to the tutorial.



You can also change the tutorial's visual style between four different texture and ocean options using the style switcher script.



## Linking your Menu:

To connect the non-gamer tutorial to your base game. Follow these four steps.

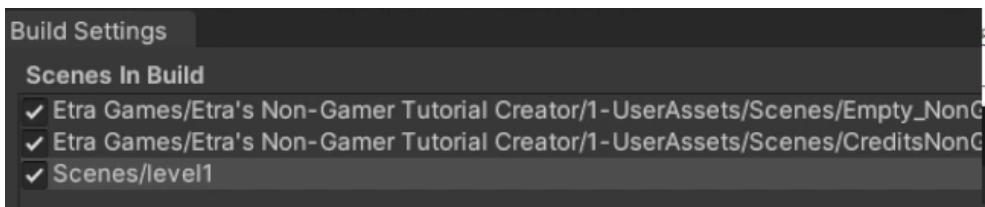
- 1) Add your game logo to the non-gamer tutorial menu.



- 2) Edit the OpeningMenuUi.cs Script to link to your menu scene.

```
OpeningMenuUi.cs  x OpeningScene.cs      EtraAnimationHolder.cs   StarterAssetsInputs.cs   ABILITY_RigidbodyPush.cs
Assembly-CSharp
1  using TMPro;
2  using UnityEngine;
3  using UnityEngine.SceneManagement;
4
5  namespace Etra.NonGamerTutorialCreator.Level
6  {
7      public class OpeningMenuUi : MonoBehaviour
8      {
9          public void backToMenu()
10         {
11             if (buttonIsQuit)
12             {
13                 Quit();
14             }
15             else
16             {
17                 //Enter Main Menu name here
18                 SceneManager.LoadScene(0); //<----- EDIT THIS LINE
19             }
20         }
21     }
22 }
```

- 3) Add the Non-Gamer Tutorial and Credits scene to your build settings.



- 4) Add a button that goes to the Non-Gamer Tutorial scene on your main menu



## Interactable Objects:

Several interactable objects are included in the Etra's Non-Gamer Tutorial Creator and included Etra's Starter Assets package. You can find them in:

*Etra'sStarterAssets/1-UserAssets/InteractableObjects*

and

*Etra'sNon-GamerTutorialCreator/1-UserAssets/InteractableObjects*.

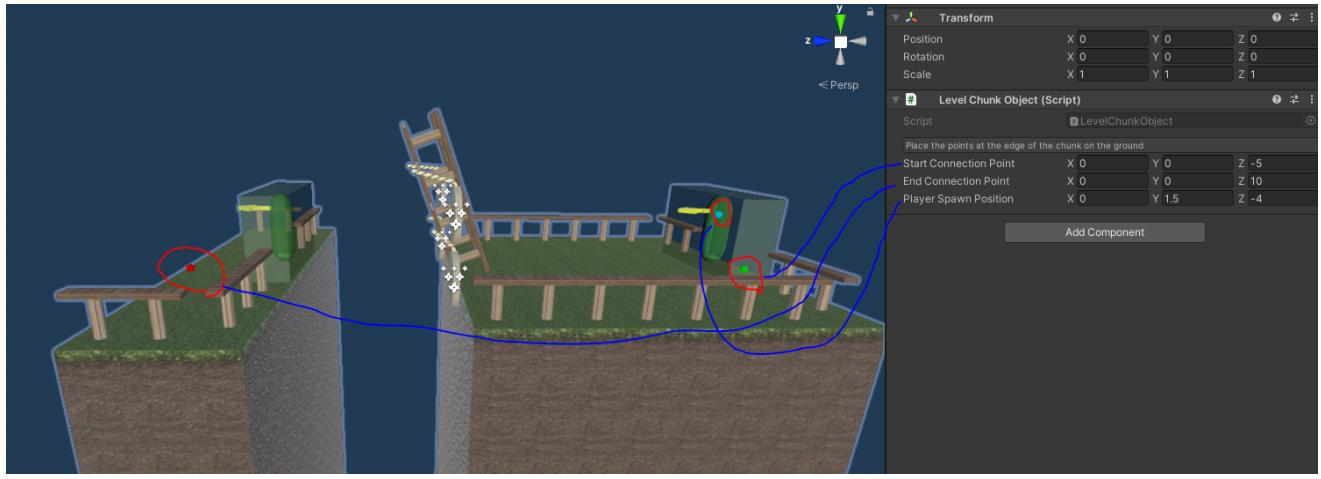
## Level Chunk Prefabs:



To make a level chunk properly. Please follow this tutorial: [https://youtu.be/HvJzkzllly\\_Q](https://youtu.be/HvJzkzllly_Q)  
The steps will also be written here.

To start creating your own level chunk you will want to duplicate the 1Example prefab chunk in the Level Chunks Prefabs folder (*path in image above*).

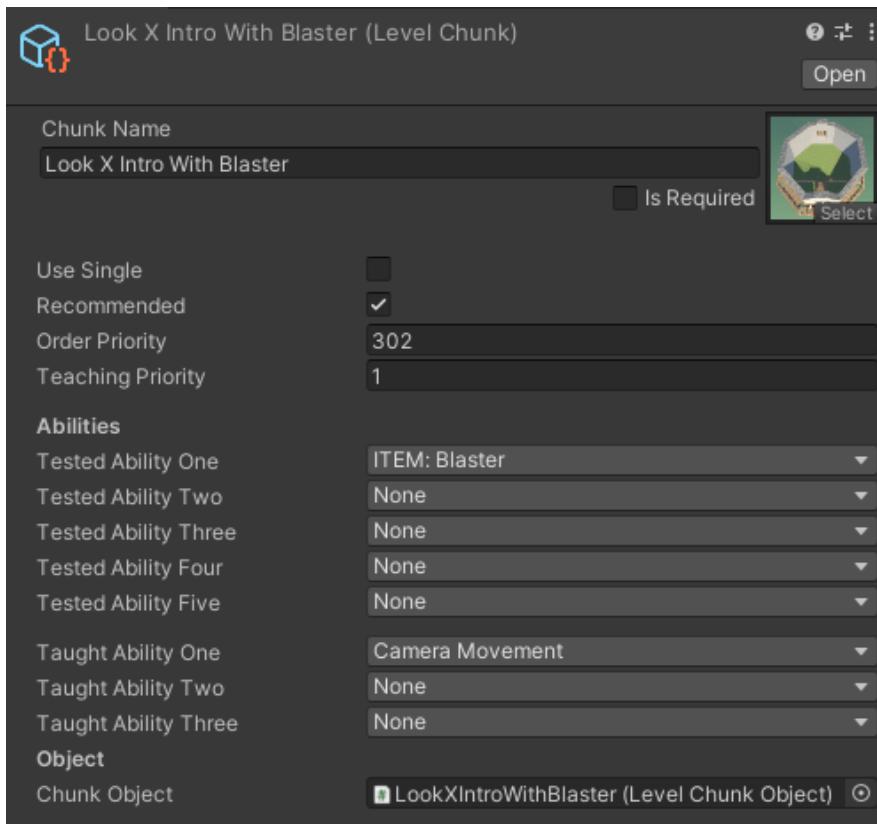
You can use ProBuilder to quickly shape your prefab. Add in Swappable Materials, Decorations, and Interactables as well. Key interactables to include are the checkpoint respawner and non-gamer tutorial unlock prefabs.



Make sure to properly adjust the Start Connection Point, End Connection Point, and Player spawn public variables in the LevelChunkObject.cs script in the root prefab object in order to have the level chunk connect well with other chunks.

## Level Chunk Scriptable Objects:

After you create a prefab, you must also create a Level Chunk Scriptable object by right clicking an empty spot in the project tab and going to:  
Create->Etra->Non-Gamer Tutorial->Level Chunk.



Here is an overview of each editable variable in the Level Chunk Scriptable Object class.

Chunk Name

Name of the Level Chunk displayed in the Tutorial Creator Window.

Use Single

Only one of these level chunks will appear in the Tutorial Creator Window.. You cannot add more.

Is Recommended

Automatically adds the chunk to the Tutorial Creator Window, if it is possible to be added. For testing, you often want to keep this checked.

Teaching Priority

Teaching Priority determines what teaching chunk will be loaded if there are several possible teaching chunks that teach the same ability or item. 0 is the default teaching priority.

Tested Abilities

Tagging a block with certain abilities it tests loads it in the possible to add list when the player is taught, or knows the corresponding ability.

Taught Abilities

Tagging a block with certain abilities it teaches loads it in the possible to add list when the player is taught the ability.

## Order Priority

This determines where this level chunk will be in the automatic placement of level chunks. Here's a graphic on screen of each update 1.0.0 level chunk and their order priority. Give your level chunk a number that fits between the chunks you want it between.

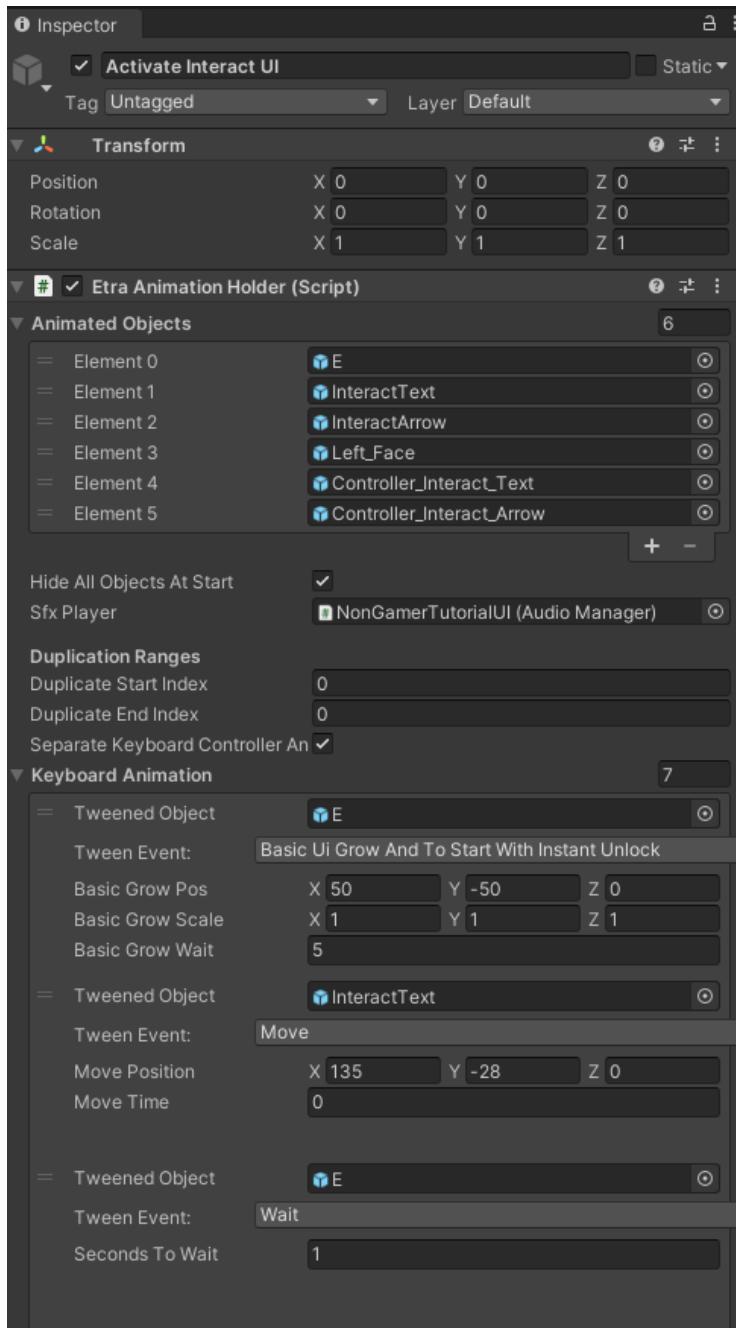
Chunks	
<b>500</b>	= End Chunk 
<b>420</b>	= 
<b>410</b>	= 
<b>305</b>	= Grab Interact Intro ABILITY_GrabInteract 
<b>302</b>	= Look X Intro With Blaster ABILITY_CameraMovement 
<b>301</b>	= Look X Intro ABILITY_CameraMovement 
<b>220</b>	= Jump and Sprint Test Two 
<b>210</b>	= Jump and Sprint Test One 
<b>200</b>	= Sprint Intro ABILITY_Sprint 
<b>150</b>	= Dash Intro ABILITY_Dash 
<b>132</b>	= Activate Interact Intro ABILITY_ActivateInteract 
<b>130</b>	= Jump Test Two 
<b>120</b>	= Jump Test One 
<b>110</b>	= Jump Intro ABILITY_Jump 
<b>100</b>	= Look Y Intro ABILITY_CameraMovement 
<b>30</b>	= Blaster and Crouch Test One 
<b>20</b>	= Crouch Intro ABILITY_FPS_Crouch 
<b>10</b>	= Blaster Intro USABLEITEM_FPS_Blaster 
<b>0</b>	= Movement Intro Chunk ABILITY_CharacterMovement, ABILITY_CheckpointRespawn, ABILITY_RigidbodyPush 

## Ability/Item Unlock Animations:

Using an *Ability Or Item Pickup Interactable* both unlocks the select ability and item, and runs the Etra Animation in the corresponding Etra Animation holder automatically generated for the ability or item under the GameObject:

NonGamerTutorialUI->AbilityAndItemAnimationData

More information here: [https://youtu.be/HvJzkzIlly\\_Q](https://youtu.be/HvJzkzIlly_Q)



## **Additional Animations:**

If you want to run additional Ui animations or cutscenes with Game Objects you can use the Animation Trigger Pickup Interactable.

More information here: [https://youtu.be/HvJzkzIlly\\_Q](https://youtu.be/HvJzkzIlly_Q)

## **Sharing Your Level Chunks:**

Once your additions are created, feel free to join my Discord, Etra's Lab to share your abilities with other users.

Link: <https://discord.gg/zZdGJQvNvg>

## **Credits:**

Several creators have helped assemble this tutorial creator package. Each original asset has an appropriate license near it. All other third party content is listed in ThirdPartyNotices.txt. The original asset credits are summarized here for convenience. Thanks to all who've helped out so far :)

### **Version 1.0.0**

Dock Frankenstein - [https://www.youtube.com/channel/UCq\\_7pbSyOvrurXLAMi\\_Ss1w](https://www.youtube.com/channel/UCq_7pbSyOvrurXLAMi_Ss1w)

-Most of the Tutorial Creator Window

## **Support This Project! :**



If you want consistent updates on Etra's Starter Assets or other free projects I am working on. Please my Patreon or subscribe to my Youtube channel. Thanks!

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Youtube: <https://www.youtube.com/@Games4NonGamers>