

THC-VR Script Documentation

Format:

- Script_name: description of script
 - Method: description of method

Scripts:

- Door_Close_Trigger.cs: The script attached to the objects that close doors. These objects are invisible and cannot be interacted with within the world.
 - OnTriggerEnter(Collider collision): Checks to make sure the assigned door was initialized and is open and if so, closes the door behind the user.
 - SetCurrentDoor(string doorName): Finds the door specified in the world and assigns it to the current door trigger.
- Door_Open_Trigger.cs: The script attached to the objects that open doors. These objects are invisible and cannot be interacted with within the world.
 - OnTriggerEnter(Collider collision): Checks to make sure the assigned door was initialized and is closed and if so, opens the door.
 - SetCurrentDoor(string doorName): Finds the door specified in the world and assigns it to the current door trigger.
- TokenCounter.cs: The script that handles counting and destroying the tokens.
 - OnDestroy(): Makes sure the isDestroyed attribute gets changed to true. Is automatically called when the object is destroyed.
 - OnTriggerEnter(Collider collider): Handles counting the tokens as they are picked up and destroys the tokens as the user picks them up.
- DoorScript.cs: The script that handles the individual doors and the action of opening and closing them. The door open/close triggers simply call this script to open and close the doors.
 - OpenDoor(): Rotates the door -90 degrees in the world along the y-axis and changes the isOpen attribute to true.
 - CloseDoor(): Rotates the door 90 degrees in the world along the y-axis and changes the isOpen attribute to false.
- Timer.cs: The script that handles the timer (which means clock faces as well) and handles the timing of the doors opening and sometimes closing as needed (the individual methods will have sub-bullets as a lot goes on in these methods).
 - Start(): Called a single time upon the start of the program.
 - Sets start time.
 - Finds all of the doors in the world and all of the close door triggers and assigns the trigger to the proper door.
 - Update(): Called once per frame (dependent on frame rate)
 - Updates the current time in minutes and seconds.
 - Checks the current time. If the current time is a specified time and the next door is closed, then then next door will be opened. Sometimes

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multiple doors must be opened. For example, if the user is in the bathroom, then both the bathroom and first bedroom doors must be opened so the user can leave the bathroom and enter the next room.

- `OpenNextDoor(gameObject indoor)`: Calls the input door's `OpenDoor()` script.