



FindIt - Online Documentation

🔍 Welcome To **Find It** Unity Plugins :)

Find It is a Unity plugin template for creating hidden object games. Develop titles like Hidden Folks, Scavenger Hunt, Grim Legends, and more all without the need to write any code!

[Unity Asset Store](#) | [WebGL Demo](#) | [Online Documentation](#)

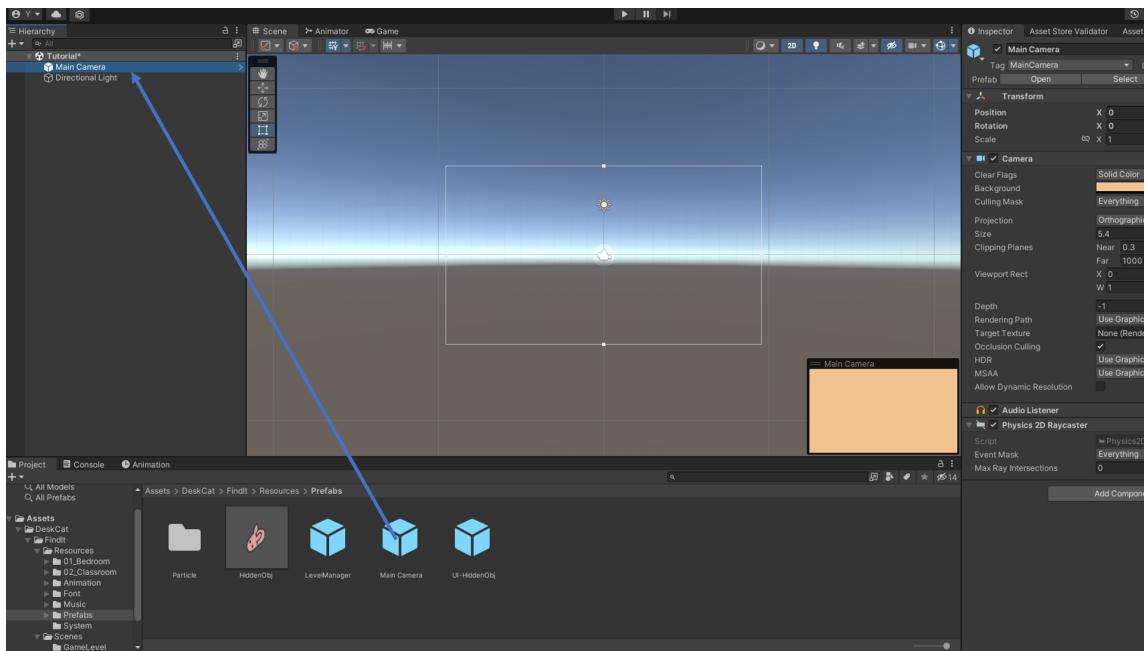
▼ 🍀 Getting Started

1. Create a New Empty Scene (**We recommend creating your project outside the FindIt folder to avoid future update conflicts**)



2. Delete the Main Camera and drag the new **Main Camera** Prefab into the scene.

Or manually change the projection to **Orthographic** and attach a **Physics 2D Raycaster**.



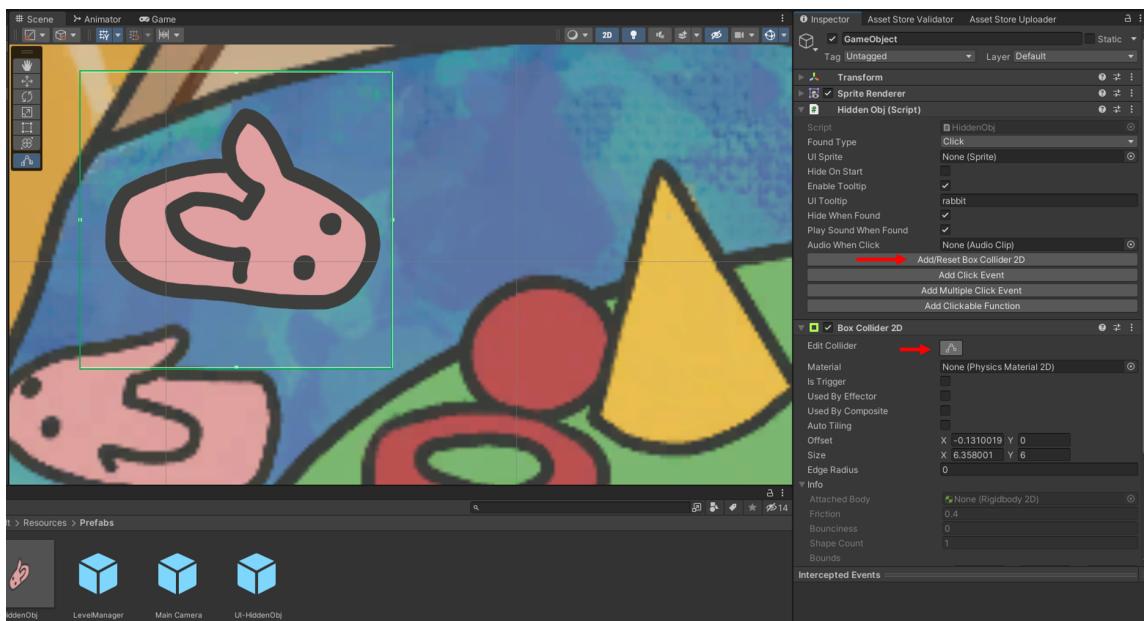
1. Create a new Sprite Renderer for the background image and set up the scene as you prefer.



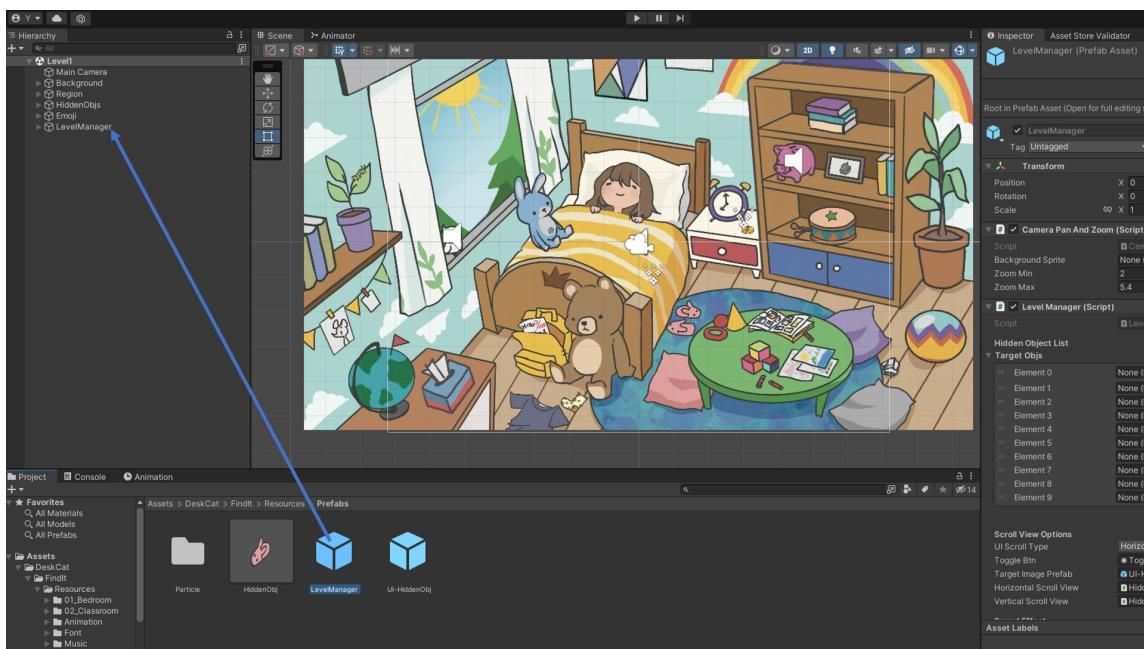
2. Create a Sprite Renderer GameObject and attach the 'Hidden Obj' script.



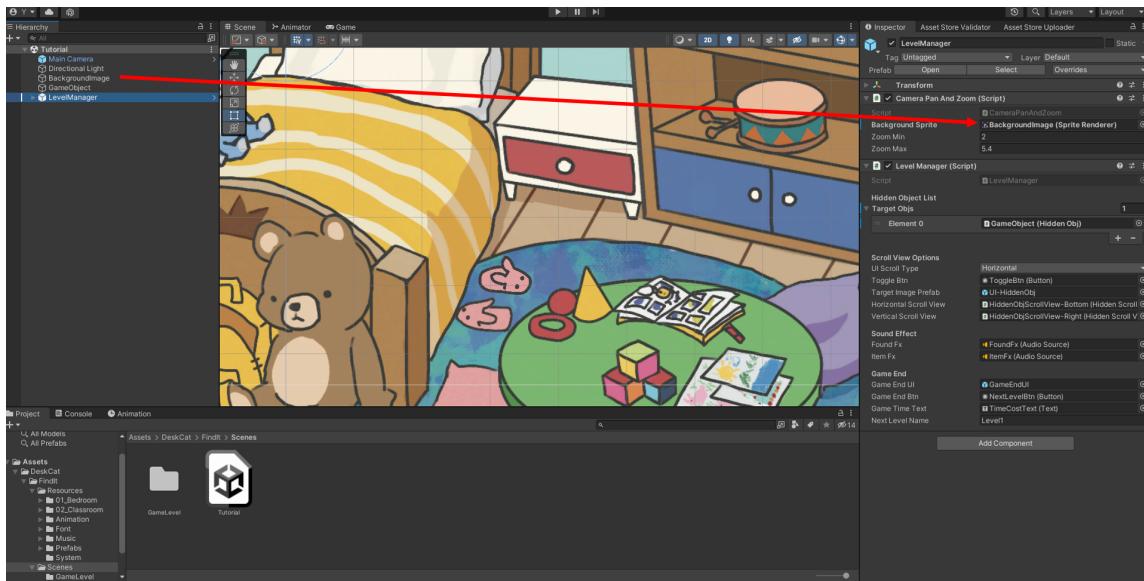
2. Click **Add/Reset Box Collider 2D** button, and adjust the click region collider.



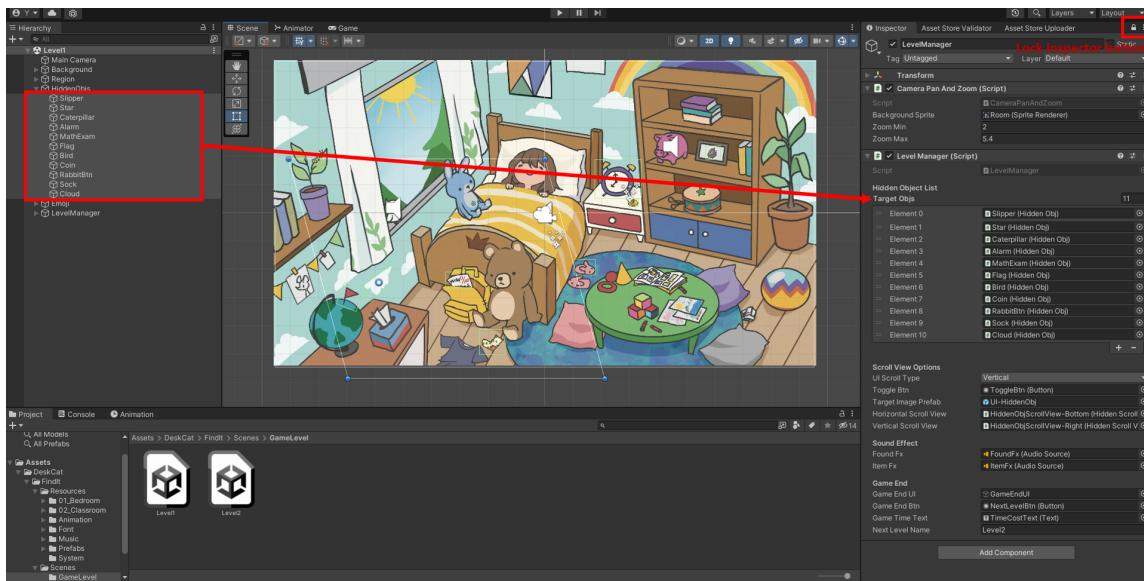
2. Drag the **LevelManager** (at *DeskCat/FindIt/Resources/Prefs*) Prefab Into The Scene.



2. Drag the background sprite renderer to the **Background Sprite** slot.



2. Drag and Drop all the Hidden Object Into Level Manager Target Objs Array.



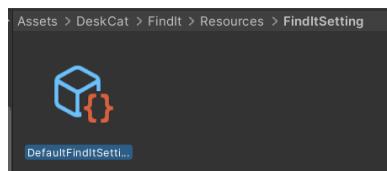
9. Done and hit play :)

▼ Step by step video:

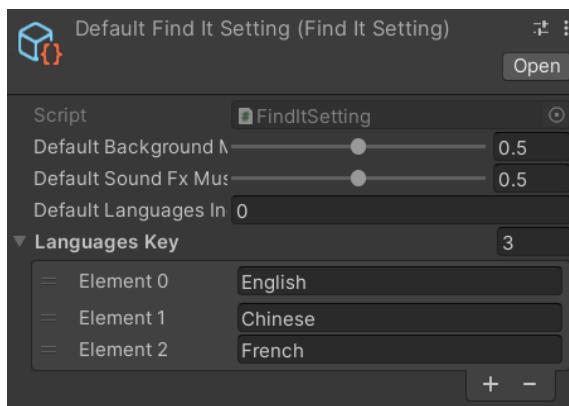
<https://youtu.be/kBLaOSm7TQs>

▼ Find It Default Setting

Path: Deskcat > FindIt > Resources > FinditSetting



You can set the default setting on the FinditSetting Scriptable Object.

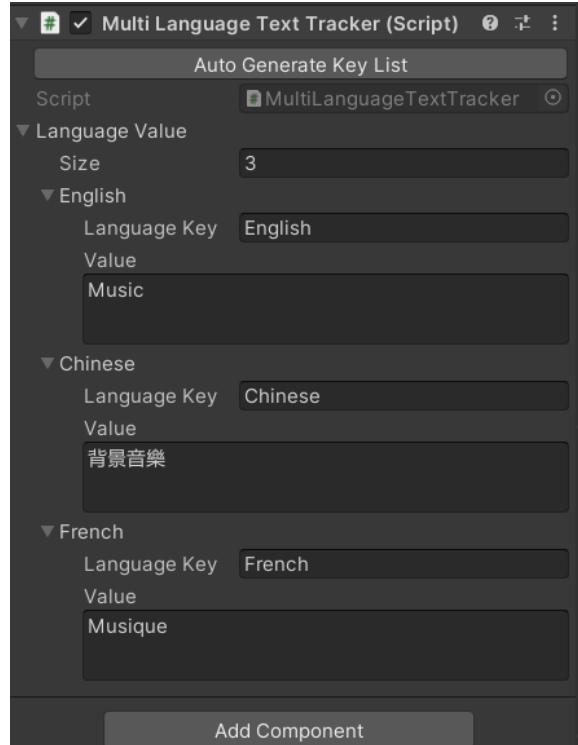


Default Variable

- Background Music
- Sound Fx Music
- Default Languages Index
- Languages Key
 - Add Your Custom Languages Key As You Like.

▼ Multi-Languages Set-up

1. Make sure you set up the default languages in the FinditSetting above.
2. For the Text component you wish to localize, add the 'MultiLanguageTextTracker' script.

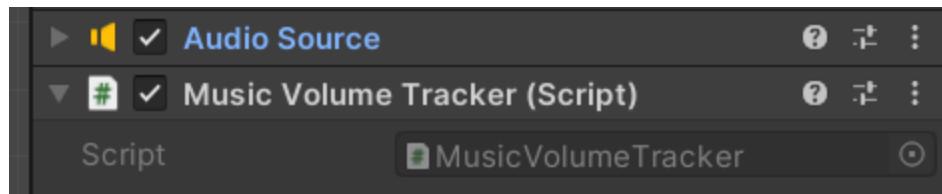


3. Click the 'Auto Generate Key List' button and then define the language key you wish to display.
4. You can use the 'MultiLanguageImageTracker' script if you want to display different sprite UI.

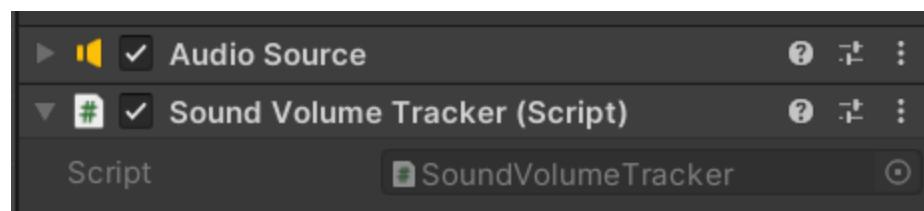


▼ ♪ Sound Tracker Set-up

- To track global settings for the background music, add the '**Music Volume Tracker**'.



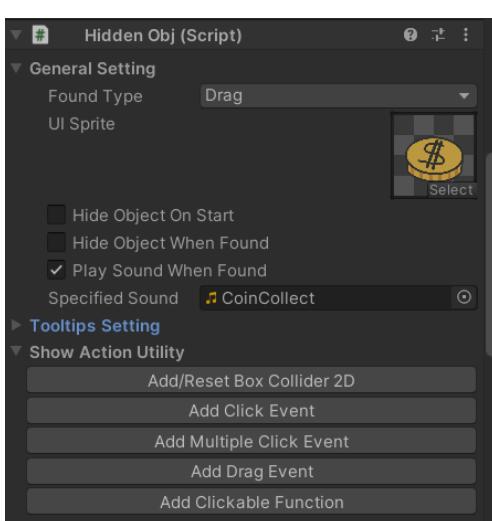
- For the Sound Fx you want to track global setting, add the **Sound Volume Tracker**.



By the way, we've already taken care of that for you in the Level Manager prefab.

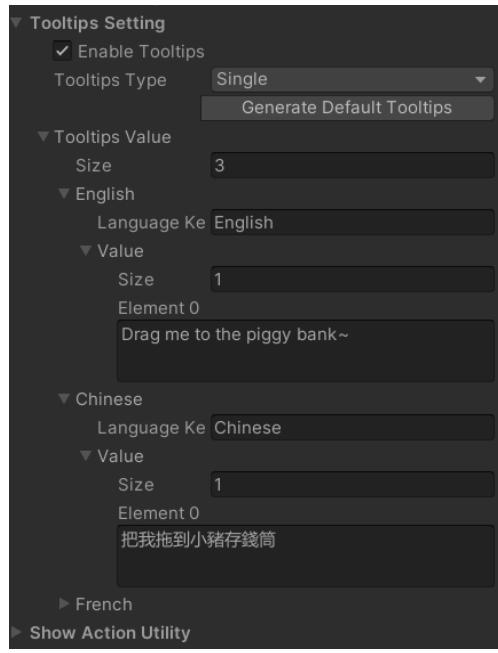
▼ 📦 Hidden Obj Setting

- Hidden Obj**



▼ General Setting

- FoundType :** Click or Drag to region to trigger found action.
- UI Sprite:** Define the sprite to display on the Ui Docker.
- Hide On Start :** Invisible on start scene.
- Hide When Found:** Set object Invisible when found.



- **Play Sound When Found:** Play specified sound when found. (remain null will play default sound)

▼ Tooltips Setting

- **Enable Tooltip:** Display tooltips when clicking on the ui docker image.

- **Tooltip Type:**

- Single - Display Element 0 tooltip.
- Random - Display random tooltip.
- Incremental - Display with accsending.

- **Generate Default Tooltips Button:**

- This will auto generate the tooltips list with default languages key set-up.

▼ Clicked Background Animation



By enabling this option, you can have the background animation when clicked on it.

▼ How to use?



1. Enable Background Animation Toggle
2. Click Use Default Button
3. Click Add BG Object Button
4. Adjust The Size of Background Object
5. Done
6. Click the **Clean** button and unable the background animation if you want to remove this feature.

▼ Show Action Utility

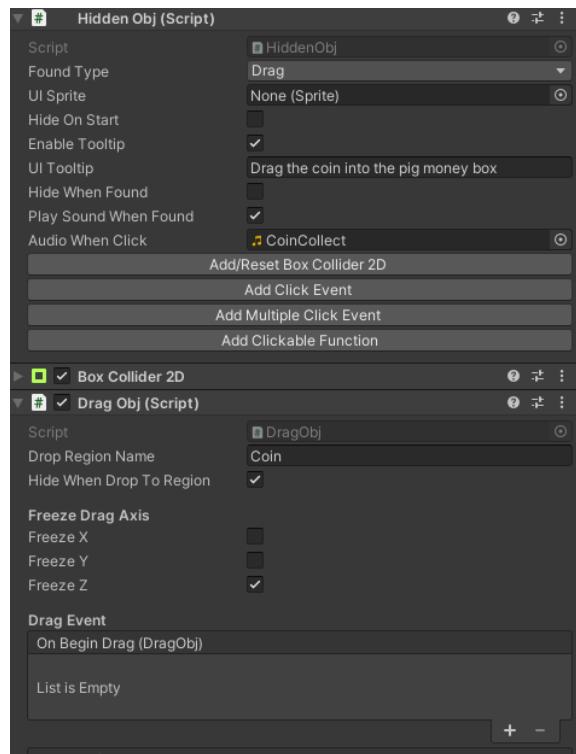
- **Add/Reset Box Collider 2D:**
Quickly Add or Reset Box Collider 2D Button
- **Add Click Event:** Add a on click event, you can do more event when object is clicked.

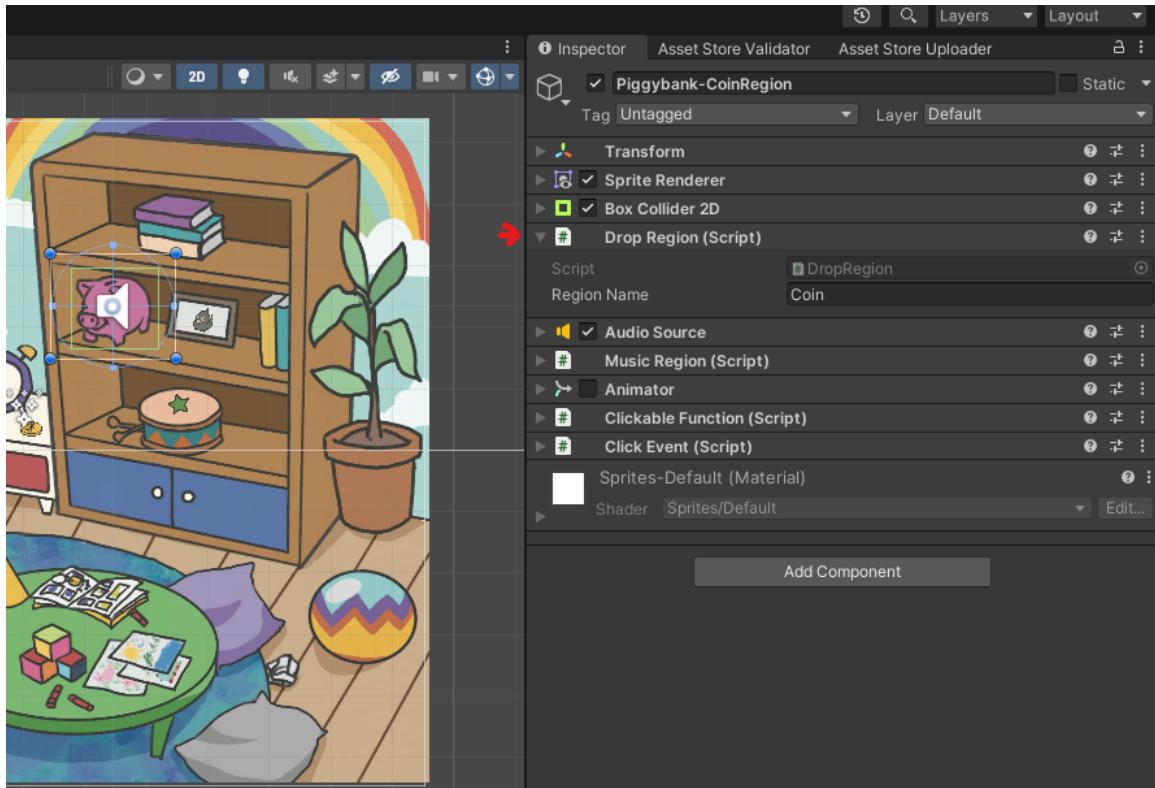
- **Add Multiple Click Event:** Similar with click event, but with more click handler.
- **Add Clickable Function:** Some predefine public function, such as Disable Animator to use with.

▼ Hidden Obj (Drag To Region) - For 2D Sprite

If you are choosing Drag Found Type, here is the set-up tutorial.

1. Disable Hide When Found Trigger on Hidden Obj
2. Add Drag Obj Script, and given a drop region name.
3. Create another drop region game object (attach with box collider 2D and Drop Region scripts)
4. Fill in the Region Name in the drop region scripts.

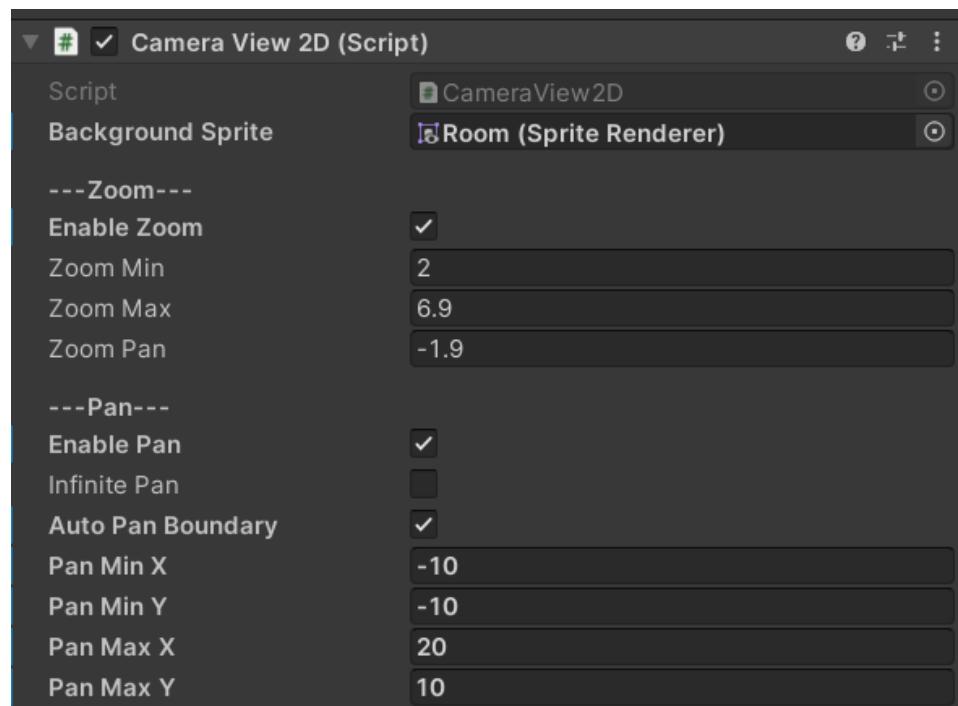




▼ Step by step video:

https://youtu.be/9t_LFEtvhg

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- ▼ **Level Manager**
▼ **Camera Pan And Zoom - For 2D**

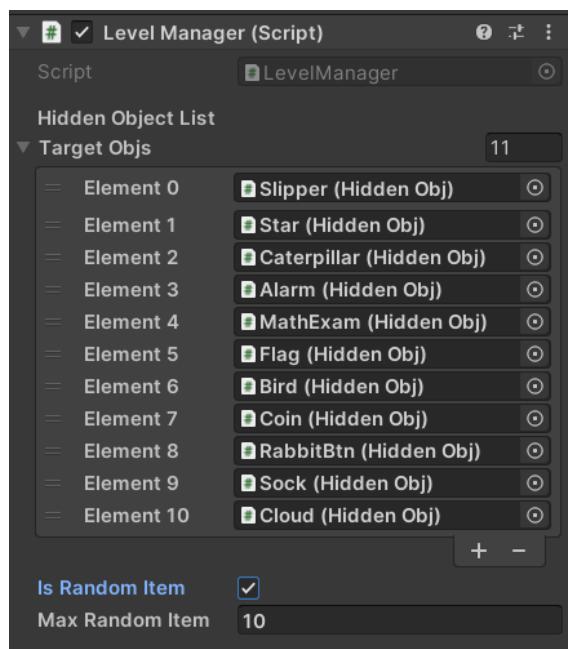


You can set-up the different camera zoom and pan setting here.

Name	Function
Background Sprite	Background Image reference, use for auto detect the boundary size.
Enable Zoom	Enable zoom function
Zoom Min	Minimum zoom size
Zoom Max	Maximum zoom size
Zoom Pan	A threshold value to change the pan value when zoom in.
Enable Pan	Enable pan funtion
Infinite Pan	Enable infinite pan function, will ignore the background boundary when on.
Auto Pan Boundary	Is auto calculate the pan boundary, disable to set own pan boundary value
Pan Min X	Minimum value for pan of x axis
Pan Min Y	Minimum value for pan of y axis
Pan Max X	Maximum value for pan of x axis
Pan Max Y	Maximum value for pan of y axis

In-case if you want to combine multiple sprite but don't want use infinite pan function:

1. Place your multiple background sprite
2. Disable Pan Boundary, manually adjust your pan boundary



Target Obj's: The list of hidden objects.

Is Random Item: Toggle To Random display hidden objects.

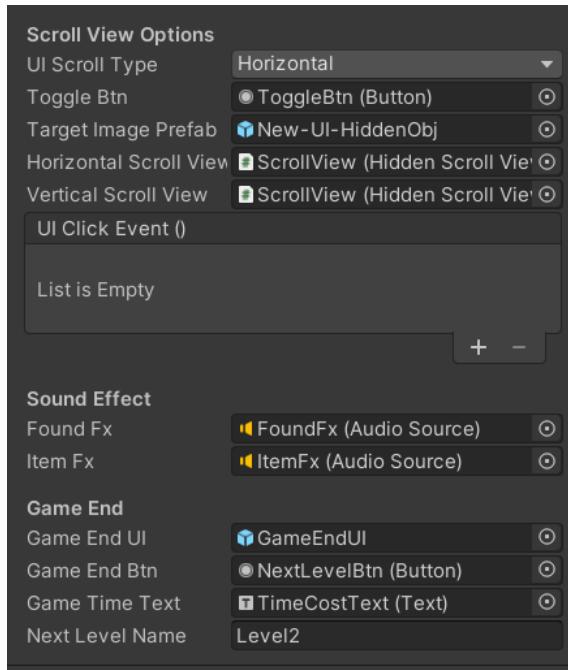
Max Random Item: Number of random item you want to display.

UI Scroll Type: Choosing UI Position.

Toggle Btn: Button to toggle UI Scroll Type.

Target Image Prefab: UI Prefab Generate on the UI Docker.

Horizontal/Vertical Scroll View: Scroll view reference scripts.



UI Click Event: Event callback when ui is clicked.

Found Fx: Default Sound Fx when found object.

Item Fx: The hidden object specified audio placeholder, simply ignore this usually.

Game End UI: UI Pop Out Object When Win.

Game End Btn: Jump Scene Button

Game Time Text: Time usage of this level

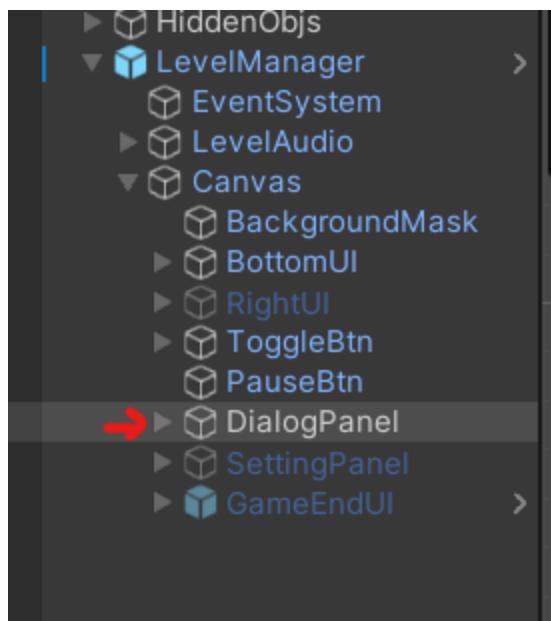
Next Level Name: Jump to this level when game end button clicked.

▼ 💬 Easy Dialog System

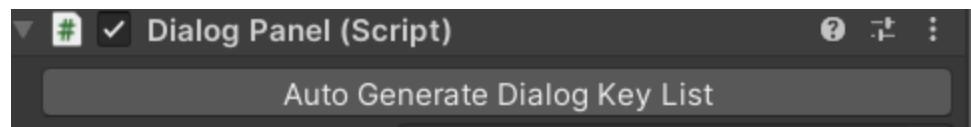


How To Use ?

1. The **Dialog System** is located at **LevelManager>DialogPanel**



2. On the attach scripts "**Dialog Panel**", click on the Auto Generate Dialog Key List Button. This will auto generate the dialog content based on the global languages.



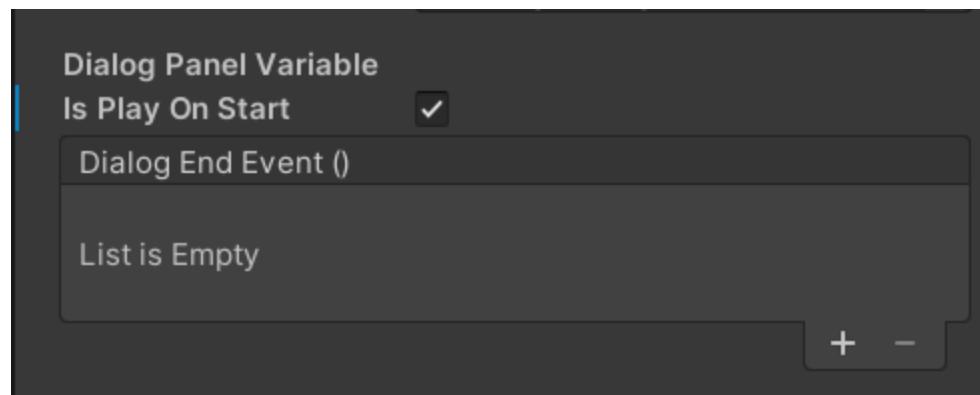
The screenshot shows a dialog configuration interface with the following structure:

- Dialog Content** (Root node)
- Dialog Content** (Child of Root)
 - Size**: 3
 - English** (Language Key)
 - Value**
 - Size**: 2
 - Element 0**
 - Character Sp**: Dialogue_01_0
 - Value**: Wow, so many snow here !
 - Event ()** (Child of English)
 - List is Empty
- +** **-** (Buttons for adding and removing elements)
- Element 1** (Child of Dialog Content)
 - Character Sp**: Dialogue_02_0
 - Value**: I want to build a snow man
- Event ()** (Child of Element 1)
 - List is Empty
- +** **-** (Buttons for adding and removing elements)
- ▶ Chinese**
- ▶ French**

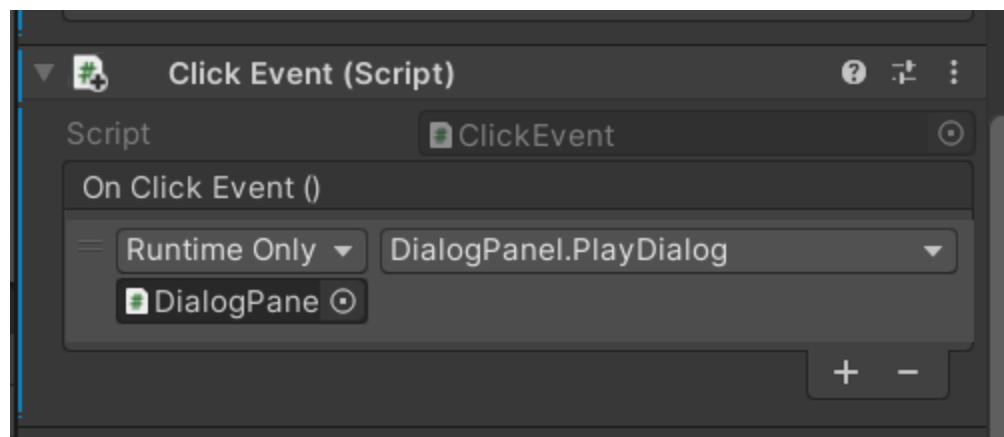
The **Value Size** is the dialog content sequence, you can expand as you want.

- ▼ Each dialog value contain 3 variable for you :

1. **Character Sprite** : Use to change different character sprite
 2. **Value**: What to display inside the dialog text
 3. **Event**: Event Trigger when this dialog is occurs.
 - 4.
3. You has two way to enable the dialog system:
- a. Enable the “**Is Play On Start Bool**”, then the dialog will start when the scene loaded. (Ya, you have the event when dialog is end.)



- b. The second way is drag the dialog panel to the event and call **PlayDialog()** Function:

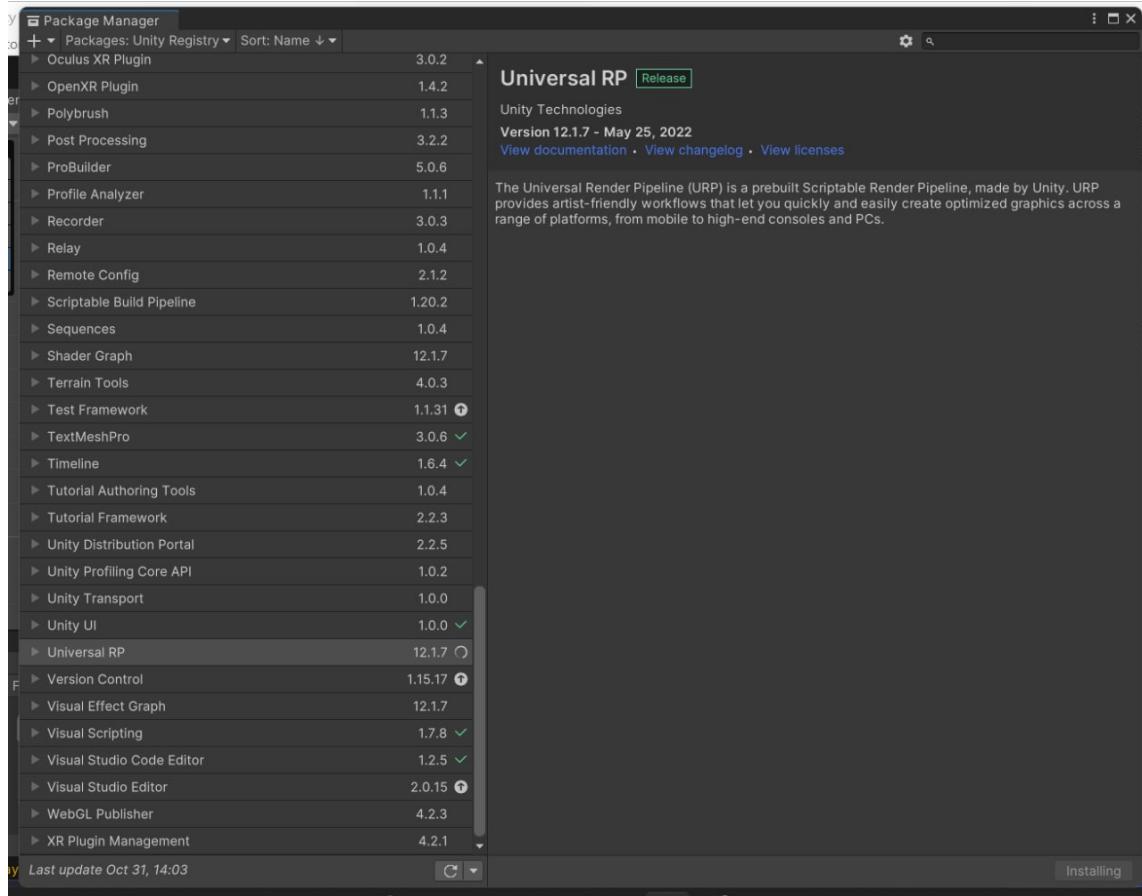


4. Check the **Christmas Scene** for the demo of dialog system.

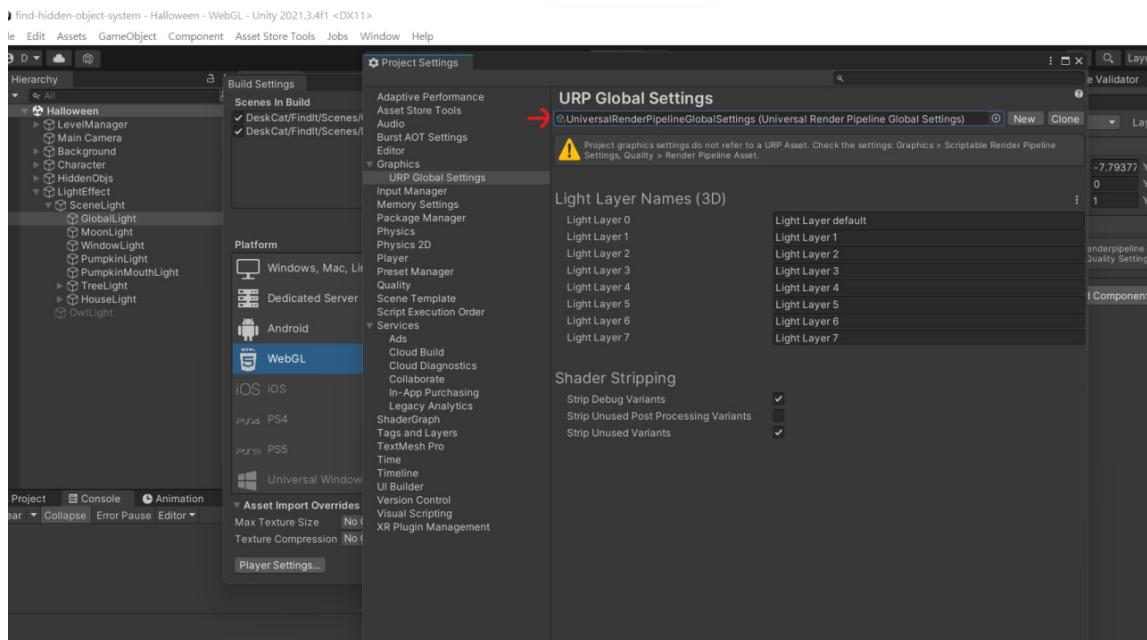
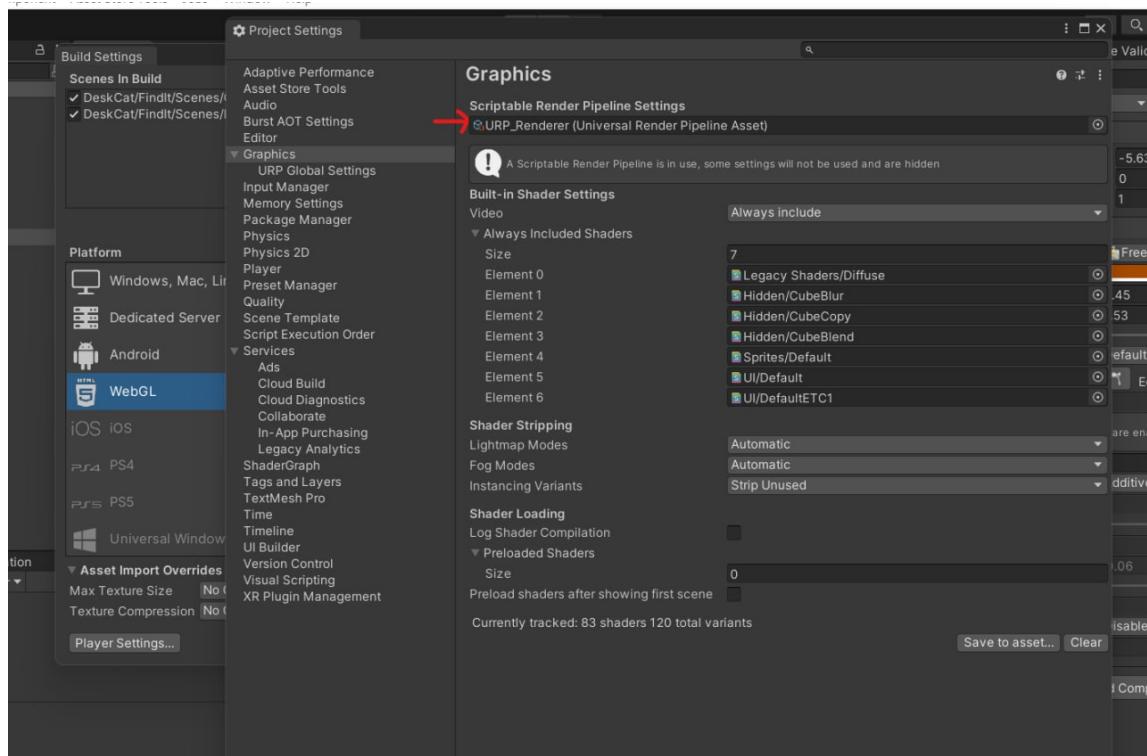
▼ URP Light Setting

If you found the material to be a pink color, and the scene does not look normal either, you need to setup with URP setting.

- To use URP Light, you need to open package manager > Install Universal Render Pipeline.



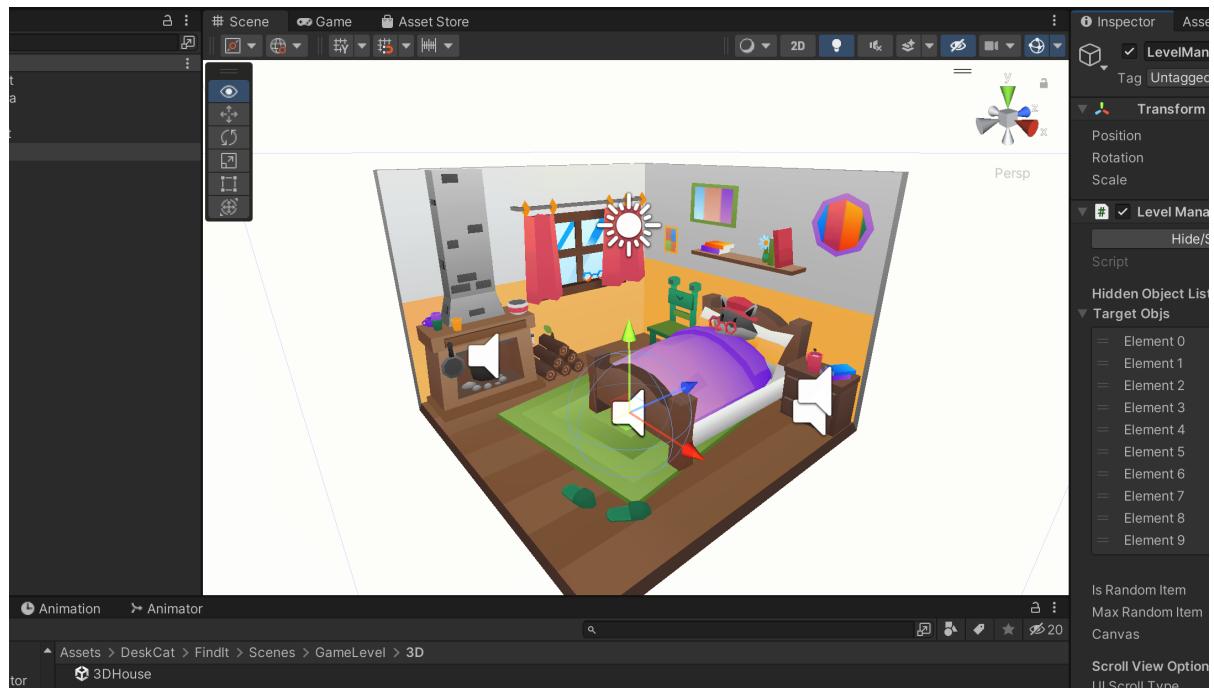
- Then, Go To Player Setting > Graphics , Selected the URP Assets Setting.



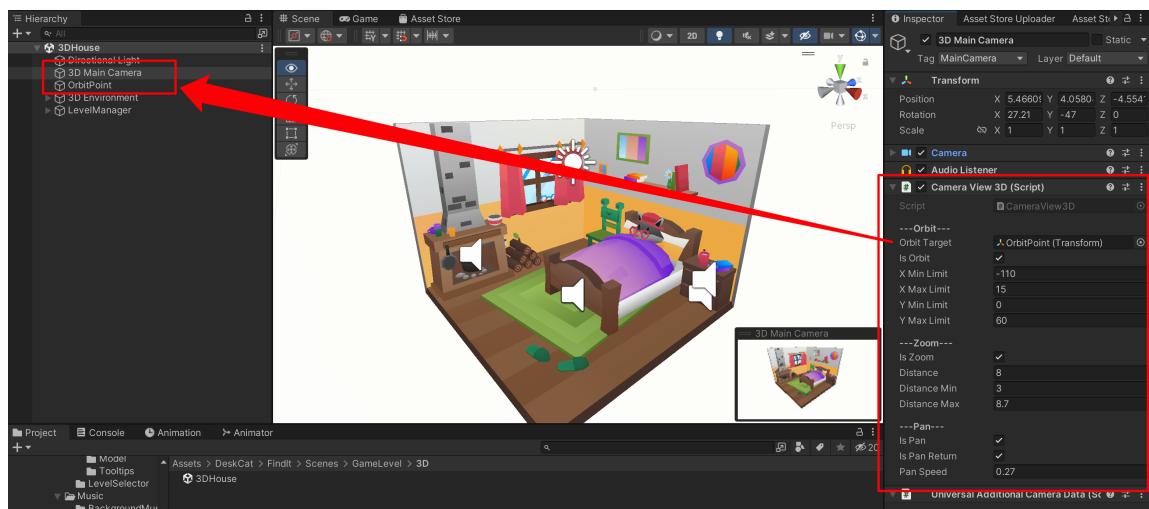
Then the URP scene should look fine now :D

▼ 3D Scene Setup

Check the 3D Demo scene [Scenes/GameLevel/3D/3DHouse] for the demo.

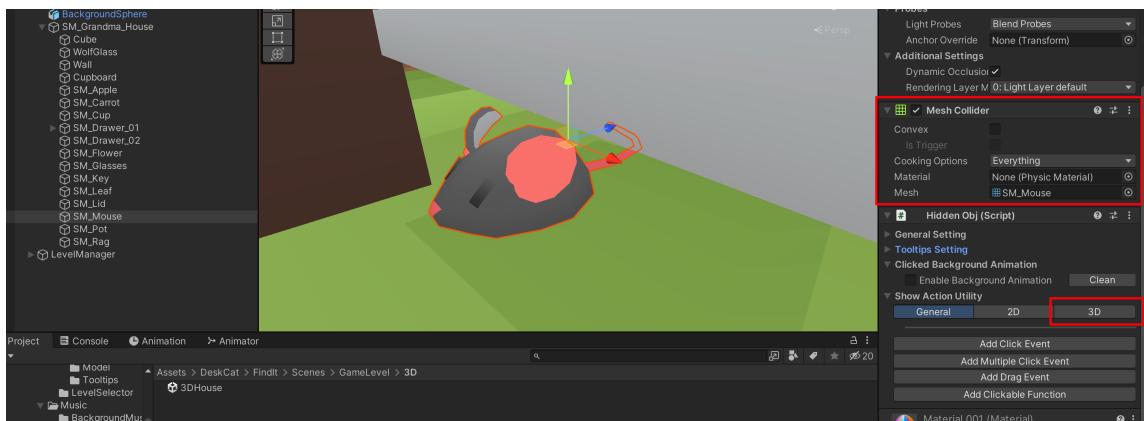


1. Setup 3D Camera



To use camera orbit system, you need to attach **Camera View 3D** script on the main camera and you need an **orbitPoint** game object to set the default orbit location.

2. 3D Hidden Obj



Setup 3D hidden object is similar with 2D sprite, attach the same **hidden obj** script, but you need to use the **mesh collider** instead of box collider 2D. We also separate the different tab to extend more features in the future.

3. Thats all for 3D set-up, more features of 3D scene will be keep update in the future :)