## Lab Report Lab 04 – User Generated Content Andrew Seba 9/22/2015

### Introduction:

User Generated content adds another layer to the interaction with your game letting users control in game content by editing specific files. Users can make new levels or edit existing features to make the game theirs.

### Methods:

With UGC in mind we want to have our file structure set up to support files being edited. The easiest way to read in a file is from the Resources folder, having an embedded file to be read when there is no user file to load will let the game run without mods.

To read in the internal file 1) Add “using System.IO” to let your scripts access input from files; 2) Load in your embedded text file to a TextAsset type variable using Resources.Load(); 3)Use the StringReader class to access and read from the file line for line with its ReadLine() method.

The external file gets read in the same way except to point the script to its location use the Application.dataPath + “/filename.txt”

### Conclusions:

User generated content is simply reading in a text file out of the editor to change and edit variables that you can play with. This can go as far as reading in save data or even reading in data for special commands that are specific to any user.