



Downloadable package: Puzzle examples

Thanks for downloading the “Puzzle examples” package for Adventure Creator. This package serves to demonstrate a range of puzzle types that can be made using simple logic. The examples are in 2D, but the techniques used apply for 3D games as well.

Installation

1. Import this package into a Unity project that contains AC v1.74.0 or later.
2. Double-click on the **PuzzleExamples_ManagerPackage** asset file to bulk-assign the example’s Manager files.
3. Open and run any of the example scenes in the Scenes folder.

Examples

Key and lock

Take the key and use it on the door to unlock it. This example demonstrates how items can be added to the inventory, and used on other objects. It also demonstrates how variables can be used to record the state of a puzzle: the Door’s IsOpen bool variable is set to True when the key is used on it, and its value is read when the player tries to use it. This variable is also linked to an Animator parameter of the same name, so that updating the variable also affects which animation is played.

Item combining

Take the remote and batteries, and combine them in the Inventory bar to create a remote that can be used to turn on the television. This example demonstrates how items can be used together inside the Inventory.

Dialogue options

Read the document to learn the password the NPC asks for. This example demonstrates how a Conversation's dialogue options can be updated based on the player's actions. It also demonstrates the use of Documents: reading the document brings up the Document menu, displaying a Document defined in the Inventory Manager.

Simple timer

Take the key while the NPC isn't aware, by asking them to close their eyes for a moment. This example demonstrates how background logic can be used to update the game during gameplay: when the NPC shuts their eyes, the Sleep Timer cutscene runs in the background for 3 seconds before triggering the Wake Up cutscene. The NPC's IsSleeping variable is also linked to an Animator parameter of the same name, so that updating the variable also affects which animation the NPC plays.

Simple trigger

Rotate the lever, and then release the ball to have it fall into one of two bins that detect it. This example demonstrates how Triggers can be used to react to objects entering their vicinity. It also demonstrates how UI Buttons can be made to run AC ActionLists by invoking their Interact functions.

Item closeups

Take the remote, then use it in the Inventory bar to view it up close. This example demonstrates the use of ActionList parameters, which are a means of modifying an ActionList's fields at runtime. The remote inventory item's Use interaction runs the Closeup_Enter ActionList, assigning the remote as the list's Inventory item parameter. When used to override the "Object: Add or remove" Action, this parameter is used to spawn that item's "Linked prefab" into the scene. This prefab has a Hotspot that relies on Asset Files as its Interaction source, allowing it to be interactive when spawned into the scene at runtime.

Combination lock

Read the document to learn the password, and enter it into the lock to open the door. This example demonstrates how a combination puzzle can be created by using an Integer variable to keep track of the player's "score" as they enter in the code. The score will keep increasing if they enter the correct combination, or reset otherwise.

Licenses

[LPC but not really] Bean Bag and Really Old TV

By Spring Spring

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SCP-005 Skeleton Key

By armisius

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Door

By MaxFyraZ

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