Documentation

Interaction System

Ejeta Games

System Description

This Interaction System allows you to quickly add interactive elements to your Unity projects with minimal setup. Simply drag and drop the system into your scene, and you're ready to start creating engaging, interactive experiences. It's designed for ease of use, making it ideal for developers at any level.

How to Set Up the Interaction System

Add the "Interactor" Script to your main camera and set an Interact Range which is how far away object will be detected.
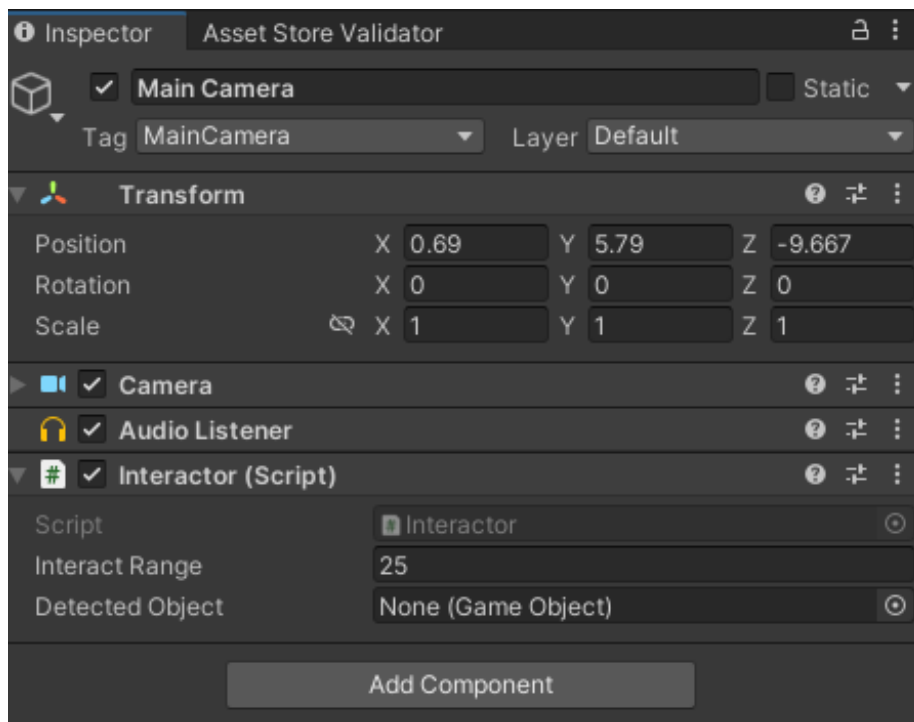
Then give a collider with the **Trigger checked** and the script "InteractionTEST" to the gameobject you want to detect, and give an Interaction Key, which is which key the player must press to initialize the Interaction
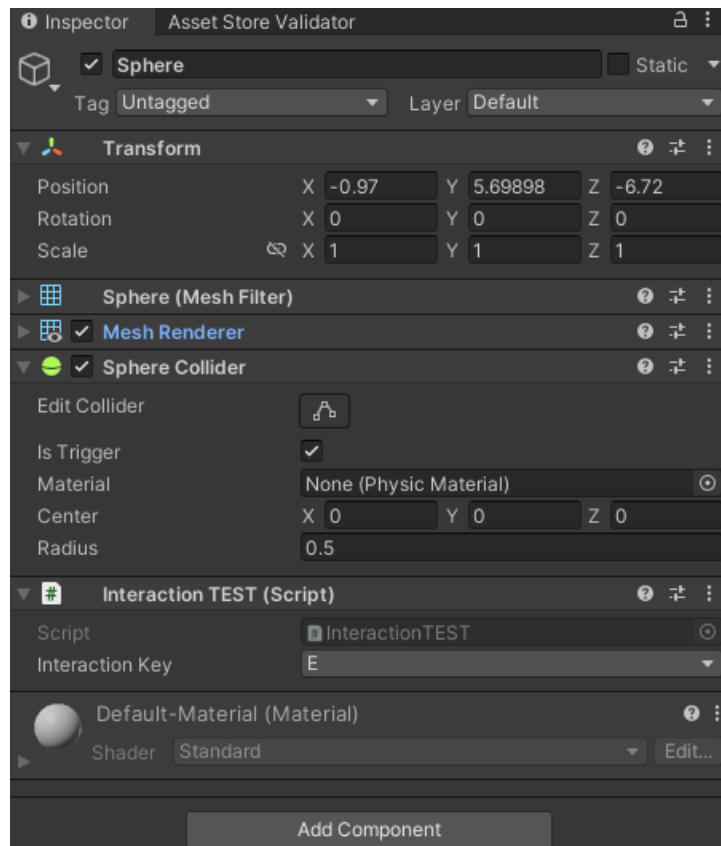
You can create a UI Canvas with a TextMeshPRO element to display a prompt to the user for when they are in Interaction area
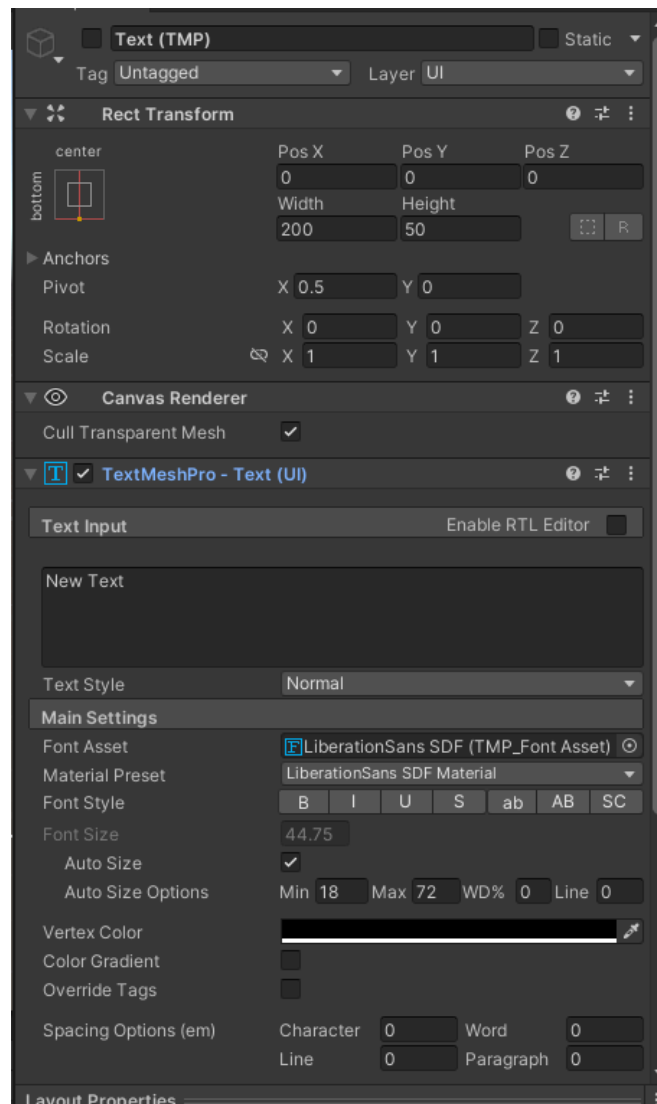
Give the Canvas the InteractionText script and assign the TextMeshPro element to the "Text Appear"