

S-Spell

S-Spell Note: This document offers instructions to understand the basics of the package. For more detailed documentation, click [here](#).

- 1) The “SpellManager.cs/.js” script is the main script of the asset. You can set the general settings of the asset and create spells entirely from the inspector. It also handles the spell book which is a UI panel that displays all the spells (icon+description for each spell) and allows the player to drag and drop spells to the spell bar to use them.
- 2) In the “SpellManager.cs/.js” script, each spell represents an element of the “Spells” array. Creating a spell is done by choosing its general settings such as its name, description, mana points needed, recharge time... Then you can choose as much particle effects as you want for each spell and pick the order of initiating them when casting the spell by arranging them in the particle effects array: You can also choose the way these particles move or follow an object. Finally, you can play successive animation and audio clips when casting a spell, pick a duration for each clip and synchronize them with creating particle effects.
- 3) The “SpellBar.js/.cs” script handles the creation of spell bar slots; you can set a trigger key for each slot so that if it’s associated with a spell, you can use its trigger key to cast that spell.
- 4) The “PlayerMana.js/.cs” handles mana points which allow the player to use spells since you can make spells reduce mana when casted. You can call this script in your code and use the “AddMana(Amount)” function to reduce or add mana points. The script is very simple so that you can modify it to your needs.
- 5) The “ExperienceManager.js/.cs” allows you to unlock spells for the player at a certain level or when he reaches a certain amount of XP.

Demo Control Instructions:

- H: show/hide the spell book
- Drag spells from the spell book to the spell bar slots on the bottom of the screen.
- Use the key associated with each spell bar slot to cast the spell.