City Car Driving Simulator

Markers, Missions, and Mission Start Points

**Contents**

Video Tutorials

How to Create a New Marker, New Mission, and New Mission Start Point
Youtu.be

Markers (CCDS_Marker)

Markers are basically the mission starters. When player vehicle interacts with the marker, corresponding mission will be started. Markers are trigger colliders, once player vehicle's collider triggers it, corresponding mission will be started. Markers needs a collider with trigger enabled, and **CCDS_Marker** script attached to it. Demo prefab of the markers (*CCDS/Prefabs/Markers*) can be used for base setup, you can customize the marker as you like.
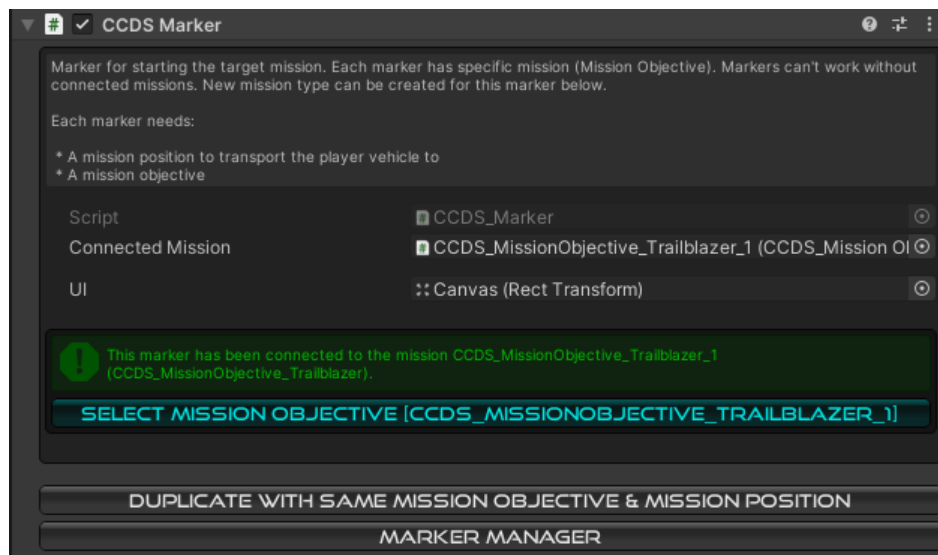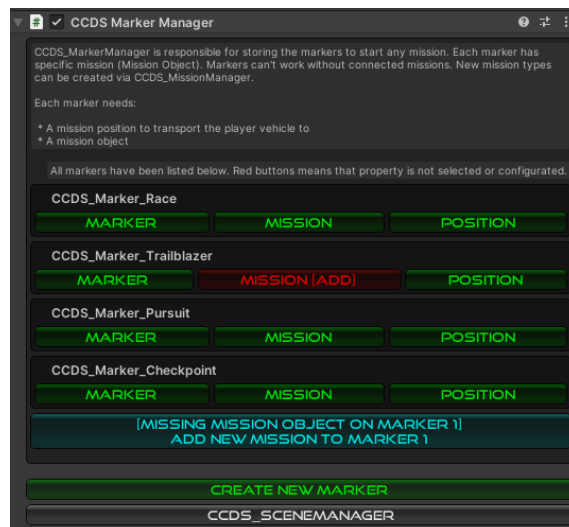

All markers in the scene have been managed and observed by the **CCDS_MarkerManager**. This manager checks all markers attached to it. All markers in the scene can be observed by selecting this manager in the scene. New markers can be created by using this manager as well.
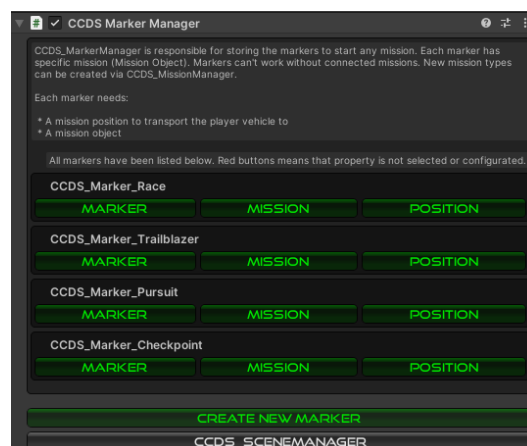
Markers needs a mission to start, and a transform location to transport the player vehicle. Once player interacts with the marker, mission will be used to process. Transport location will be used to transport the player vehicle to specific location when the mission starts. Markers can't work without a mission or transport location.
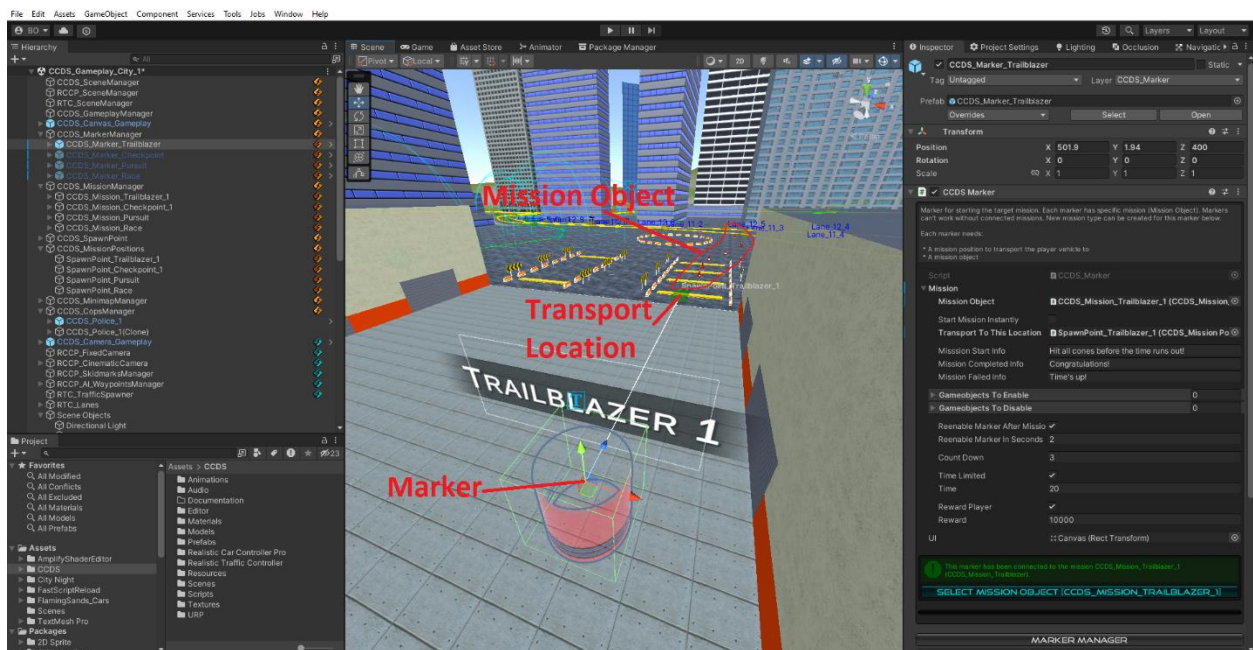
Once you select the marker manager on the scene, you'll be able to see all markers and their setups in the inspector panel. If button color is red, this means that marker is missing something or not configured. Pressing the red buttons will open a new window to find or create corresponding property and assign it for that marker.

Hierarchy of the managers is shown in the screenshot below. Markers, missions, and transport positions have been categorized, managed, and observed by their managers. **CCDS_SceneManager** on the scene will check all these managers and warn you if something is wrong with them.
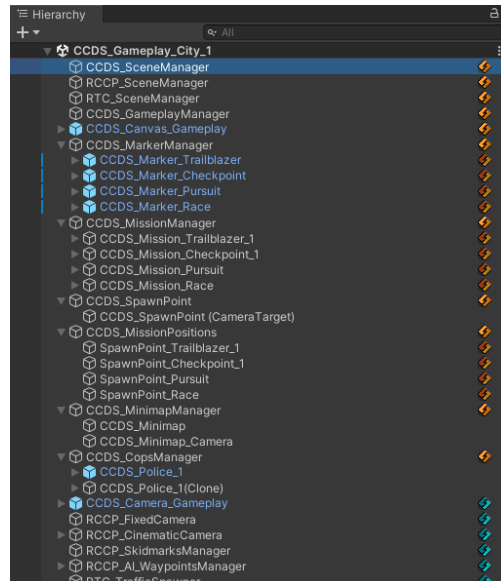
Missions (CCDS_Mission)

You can directly customize the mission settings by selecting the mission objective.
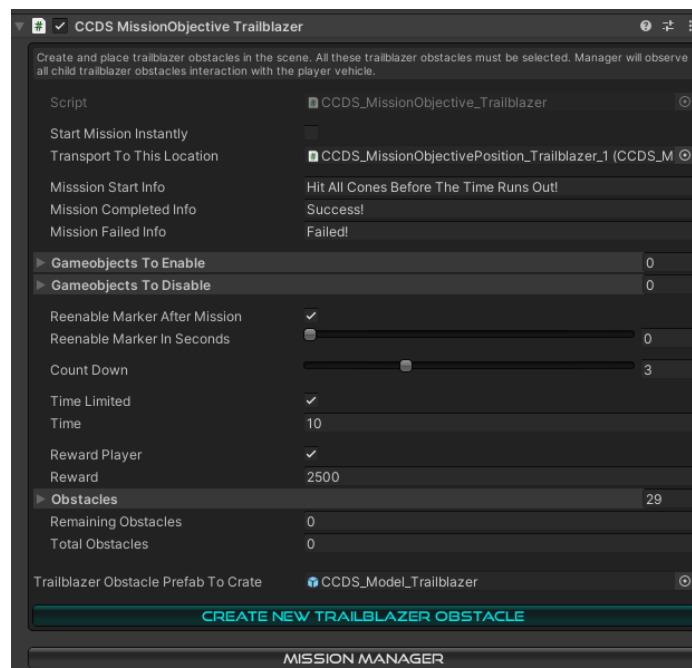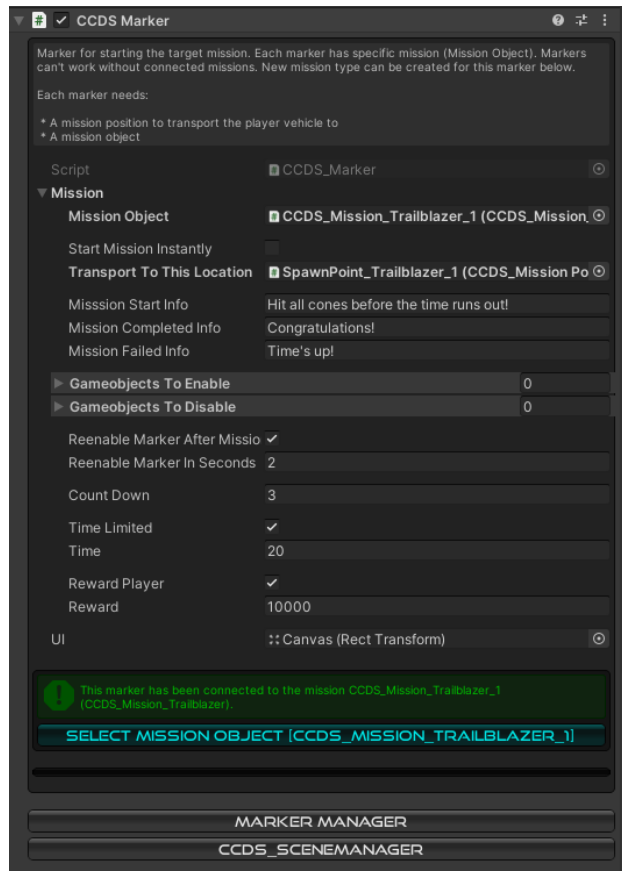
All properties have been explained with tooltip, this means that if you hover your cursor on any property, tooltip will inform you about it.

Mission Objects (ACCDS_Mission)

Currently, CCDS has four mission types. These are trailblazer, pursuit, checkpoints, and race. You can create one of these types and use for your mission. Each mission object has different setup but using the same methods. Markers will only enable or disable the corresponding mission object in the scene. For example, triggering with a trailblazer marker in the scene will enable the mission gameobject named "**CCDS_MissionObject_Trailblazer**".

Note: Editor scripts will deactive all mission gameobjects before the game starts. You can keep your mission objects enabled on the scene.
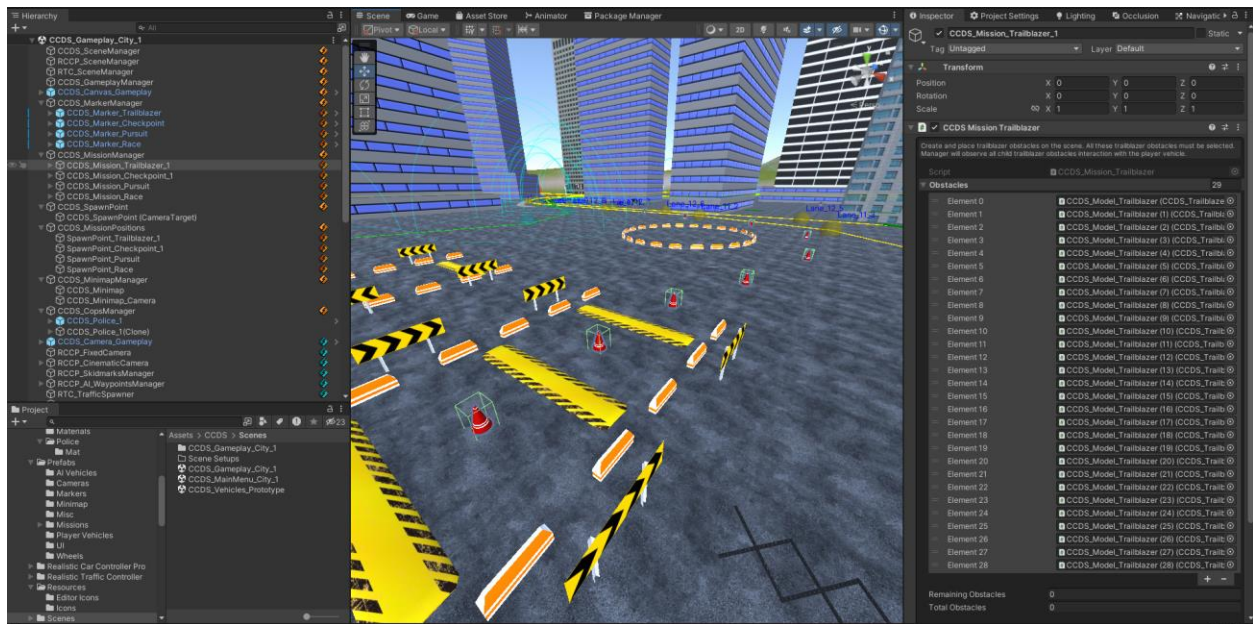
Transport Locations, Mission Positions (CCDS_MissionPosition)

These transforms have been used to transport the player vehicle to specific location. Once player interacts with the marker and initiates the mission, player vehicle would be transported to the specific location which is the CCDS_MissionPosition. These transforms are simply empty gameobjects with CCDS_MissionPosition script attached to them. I call them transport locations, but named mission position in the editor. Mission positions have been managed and observed by the CCDS_MissionPositionManager in the scene.
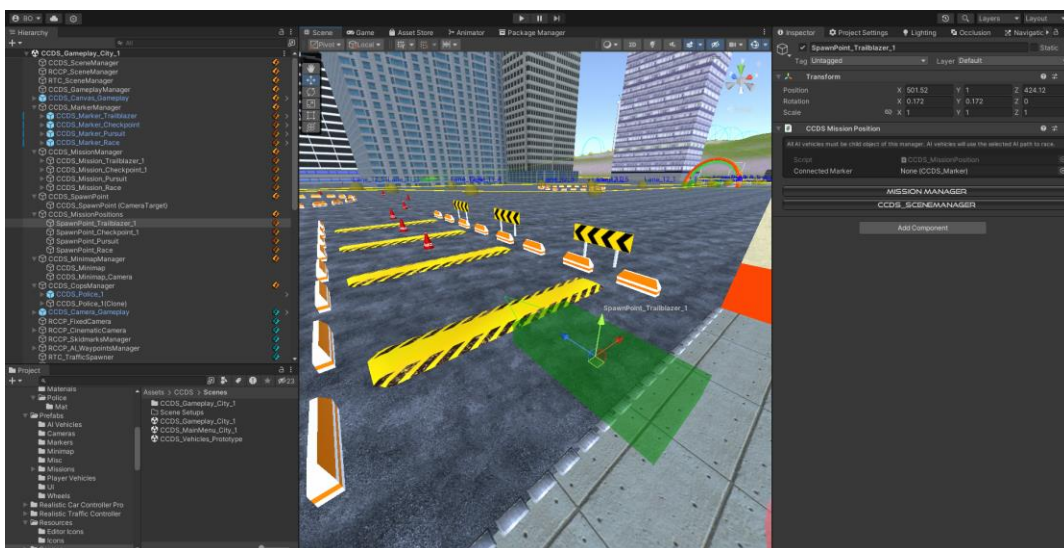
Creating New Markers, Missions, and Transport Locations

First of all, our scene must include all necessary systems. All necessary systems can be created with **CCDS_SceneManager**. *Tools → BCG → CCDS → Create → Gameplay → Scene Manager*. This will create or select the <u>main scene manager</u> in the scene. It will show up all active systems with green buttons. Red buttons mean they don't exist. If our scene doesn't include any managers, we can create and assign them automatically by clicking the "**Create All Managers**" button. Make sure our scene has all necessary systems. Now we can create new markers, missions, and transport locations.
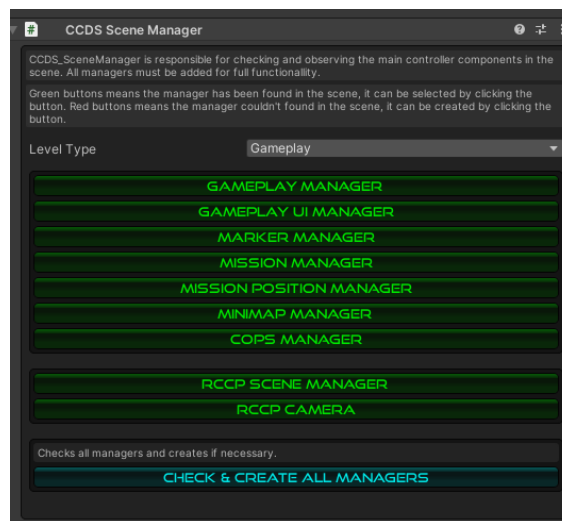
Select the marker manager and click the create new marker button. This will create a new marker with default options. We need to create a new mission object for this marker, and a transport location as well.

1. Select the mission type you want to create and click the create a new mission object button. Now our marker is connected to a mission object. Depending on your decision, each mission object has different settings, you can customize them as you wish.

2. Now we need a transport location, it can be created and assigned right away by clicking the "**Create New Mission Start Position**" button. This will create and assign a new mission position; you can change the position and rotation of this transport location as you wish. Player vehicle will be transported to this location when the mission starts.

If the marker has proper mission settings with selected mission object and mission position, it will work perfectly fine. If marker is missing one of them, scene managers and marker manager will inform you about this problem.

Support

Please include your invoice number while sending an email to me.

Contact: bonecrackergames@gmail.com