

CEE7 Point-and-Click Checker Tool

In this project, you are working on a point-and-click game. The game contains a sequence of rooms (which are saved in different scenes) and each room contains some different objects. Some are Interactable Items that the player can interact with that display a text box explaining what happens in the room. Others are Inventory Items that can be picked up and added to the inventory. There are also some objects called Room Enter, which will make the player go to another room when the player clicks on them. You conclude that in order to handle all of these objects and make sure to catch stupid errors before making a build, you need a tool.

Exercise

- Create the following classes InteractableItem, InventoryItem and EnterRoom
- InteractableItem should have 2 fields
 - HintTextKey of type string
 - HintImage of type Sprite
- InventoryItem should have 3 fields
 - Description of type string
 - InventoryIcon of type Sprite
 - FindingItemAnimation of type String
- EnterRoom should have one field
 - RoomToEnter of type string
- Create some different scenes that have these different scripts attached and have different values
- Create an Editor Window called RoomChecker
- In this Editor Window, you should create the following 5 buttons
 - Check Interactable Items
 - Check Inventory Items
 - Check Enter Room Items
 - Check No Overlapping
 - Check for Everything
- Clicking “Check Interactable Items” will check that all InteractableItems objects in the scene are set up correct:
 - If both HintTextKey and HintImage are null, it’s incorrect and this should be communicated to the user.
- Clicking “Check Inventory Items” will check that all InventoryItem objects in the scene is set up correct:
 - If any of the field values are null, it’s incorrect and this should be communicated to the user.
- Clicking “Check Enter Room Items” will check that all EnterRoom objects are setup correct
 - If the field value is null, it’s incorrect and this should be communicated to the user.
 - If the value of the string is not a name of a scene in the project, it’s incorrect and should be communicated to the user.

- Clicking “Check No Overlapping” will check that each object that has one of the scripts attached to it, only has this one attached.
 - In other words, for example, if an object has both InteractableItem and InventoryItem attached at the same time this would be incorrect, and this should be communicated to the user.
- Clicking “Check Everything” should check for all of the above by only clicking on one button.
- It’s up to you to decide how you would communicate to the user that something is set up incorrectly.

Optional Exercises:

1. Based on your implementation, are there other ways you could communicate to the user that something has been set up incorrectly?
2. What if you also wanted to check if the HintTextKey was correct for the different objects? I.e. clicking on a chair and the text display says “I love looking out of the window, especially on sunny days” How would you implement this?