

CI5 Only shows relevant information based on state

In your game, you have a very advanced AI system. The enemies have different behavioral states and a lot of variables that can be tweaked. In order to not overpopulate the Inspector for the Game Designers, you decide to make a Custom Inspector where the Game Designer only can see the relevant fields for the state that the Designer has currently selected.

Exercise

- Create a Custom Inspector for the following Guard class, where then selecting the GuardState value, the different field values will be shown. (The first part of the field name indicates which group the field belongs to.)

```
1  using UnityEngine;
2
3  public class Guard : MonoBehaviour
4  {
5      public enum GuardState
6      {
7          Idle,
8          Patrol,
9          Searching,
10         Attacking,
11         Flight,
12     }
13
14     [SerializeField]
15     private float idleWaitingTime;
16     [SerializeField]
17     private string idleSpeechText;
18
19     [SerializeField]
20     private float patrolTimePeriode;
21     [SerializeField]
22     private float patrolMovementSpeed;
23     [SerializeField]
24     private float patrolViewingDistance;
25
26     [SerializeField]
27     private float searchingTimePeriode;
28     [SerializeField]
29     private string seacrhSpeechText;
30
31     [SerializeField]
32     private int attackingDamage;
33     [SerializeField]
34     private float attackingSpeed;
35     [SerializeField]
36     private string attackingSpeechText;
37
38     [SerializeField]
39     private int flightHealthThreshold;
40     [SerializeField]
41     private float flightSpeed;
42 }
```

Example:

Selecting the Idle state will *only* show idleWaitingTime and idleSpeechText field values in the inspector.

Optional Exercises:

1. Since the first part of the field name is irrelevant for the Game Designer, can you find a way to remove this from the inspector, but without renaming the field name?