

CI2 Show only the game object when it's toggled on

In your current game, you have a bad guy that also uses a weapon. This is done by having a prefab for your bad guy where the weapon is a child object inside the prefab. However, when prototyping the users wants to easily toggle between showing and hiding the weapon when starting the game. Since the structure of your bad guy prefab is quite complex it takes quite some time to find the weapon every time this is done.

Exercise

- Create a prefab where a child object is called “weapon”.
- Add a BadGuy script on the root game object.
- Create a Custom Inspector for the BadGuy script where you add a Toggle. (Checkmark box.)
- When the user changes the value on this toggle it should control if the weapon is shown or not.

Optional Exercises:

1. Try and check how often your solution actually calls the method that sets the visibility state of the weapon game object.
2. Can you find a solution, that only changes the visibility state once when the value of the toggle changes?