

CI1 Default Value Button

On your production, the Game Designer tends to make changes to the player's values while testing and unfortunately often forgets the original values. You decide to implement a button in the inspector which resets the stats back to default values.

Exercise

- Make a custom inspector for the following player class, which has a button for setting the desired fields to a fixed value.

```
1  using UnityEngine;
2
3  public class Player : MonoBehaviour
4  {
5      [SerializeField]
6      private float movementSpeed = 10.0f;
7      [SerializeField]
8      private float jumpForce = 15.0f;
9      [SerializeField]
10     private int hearts = 3;
11     [SerializeField]
12     private bool havePickedUpSuperPower = false;
13     [SerializeField]
14     private Vector3 startPosition = Vector3.zero;
15 }
16
```

Optional Exercises:

1. If the Game Designer wants to update the default values to some new ones, make a button that the Game Designer can use to do so.
2. Are there other ways you can implement the reset value functionality?
3. From an Interface perspective, describe which one would be the best solution.