# Morphing User Guide

This document explains how to use the behaviours in this package to create a morphing system that can change the shape and properties of an Object;

## Behaviours

* Morphed
* Form1
* Form2
* BaseForm

### Morphed

This behaviour works to identiy when the object is in its morphed state or not, it is what causes the creature to morph, if this function is removed then the script will not work, it is very important for morphed to exist.

Intended use: placeholder to identify when the object has activated the script.

### BaseForm

This behaviour is used to return all the values back to their original form after the morphing process, it can be used to make different starter states after you have morphed, keep in mind when changing any stat on the script it is recommended you make sure the stat is also changed in the editor in unity.

Intended use: to return a player to its original form.

### Form1

This is essentially the area where the first transformation will occur, whatever values are put into this will happen when the morphing process occurs, this can be customized to give a new color, new size, new tag, new shape, etc.

Intended use: activate the first morph.

### Form2

This is essentially the area where the first transformation will occur, whatever values are put into this will happen when the morphing process occurs, this can be customized to give a new color, new size, new tag, new shape, etc.

Intended use: activate the second morph

## Example Scenes

The Example folder contains a Unity scene set up for testing the behaviours in this package.

* MorphingTest

MorphingTest

This test demonstrates the morphing working as intended, by pressing the “e” and “q” keys you will transform the object to either a skinny and long one or a double in size one.

The keys for activating these morphs can be customized to any desired input but this essentually demonstrates how the script works.

If you check in game as well the game object changes tags when it is morphed.