Lab 1 / readme

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| Script Name | Script Function |
| FoodExplanation.cs | This script contains all the info being displayed on the food info UI when called through the buttons associated to ingredientUI. |
| IngredientUI.cs | This scripts functionality is to allow the player to use the buttons for the food info UI. |
| LadleIdentifier.cs | Identifies the ladle in code. Makes it accessible by other scripts. Was going to be used in case we were going to have different ladles for each food object. |
| FoodIdentifier.cs | This script’s functionality is just for Enums. Used by attaching this script to the food objects so they are identifiable by other scripts and accessible. |
| LaldleTrigger.cs | This Script will check collision with the food objects and this gameobject. If it is food, being checked by the Enum on the food object via another script, it will spawn it onto the ladle. |
| PlateSections.cs | Identifier Enum for the plate. |
| PlateServing.cs | This is the main functionality of how the plate receives the food and knows where to put it. It separates it into main, rice, and side; side allowing up to 4 objects being added. Once the plate is full, a bool (platefull) will return true and will not allow anymore objects to be added. |
| PlayerInteraction.cs | This script’s function is for the player guide with highlighting usable objects. Works by raycast and using URP shaders. The objects that are interactable need to be on the correct layer for it to work. |