

1. Go to Sprites Folder, please make the backgrounds transparent.

The following sprites are finally required:-

Fruits- Banana, Lemon, Grape

Alcohol – Gin, Vodka, Tequilla

Mixer-Coke, Fanta, Sprite

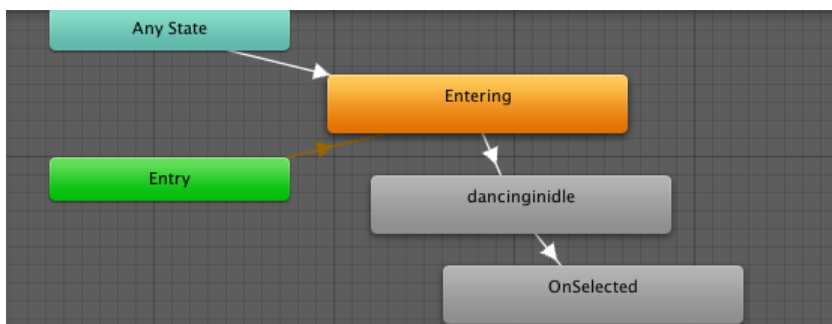
2. In Prefabs, check if the respective prefabs in the fruits, alcohol and mixer folders have

2.a. Sprite renderer – with the sprite without background attached

2.b. All prefabs currently have Box Collider2D on them. (call me when you reach this part)

2.c. Animator – all prefabs must have a controller called 'Animation Controller', if they don't this is available in the Animation Stuff folder, just drag and drop it into the slot.

The animation controller would have these states.



To go from the 'dancinginidle' state to the 'OnSelected' state, there is a bool parameter 'selected' which becomes true and then the OnSelected animation is played.

**\*\*So, when an ingredient is selected by our hand, or rather when our hand**

enters the box collider you made, and the timer completes, it must make the 'bool selected = true'.

There will be the need to keep the shaker bottle by the side of the ingredients. This is because the OnSelected Animation will take the selected object and move it into the shaker. So keep one to the side. It will be inactive to move with our hands till selection states 3 and 4.

The other animations there should be nothing to do as they occur as soon as the object enters the game.

3. The Cocktail Shaker Prefab -> has a Particle System child.

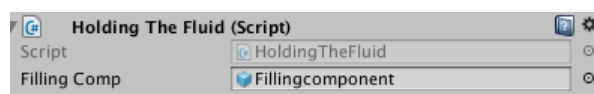
The Particle System -> has a Script called 'Flowing' -> which has a function floww()

In floww() -> Get 'ParticleSystem.Main' Start Color -> change it to resultant color of 3 ingredients.

4. In the Cocktail Glass Prefab -> has script 'HoldingtheFluid'

It also has Filling Component child (this is just a superimposed copy of the cone part of the cocktail glass to give a filling effect OnParticleCollision like you showed me)

Add the filling component gameobject in the public Gameobject variable like in the image here.



And then open the script->there is an OnParticleCollision function -> make the FillingComponentImage.color to the resultant color of the 3 ingredients.