Next Generation Hero

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<https://manyak404.github.io/NextGenHero/>

# Creation

Manager object:

* A singleton object with the purpose of managing background data and startup.
* **Manager static reference** so manager is available to all objects, prefab, and script.
* Helped with inter object communication.

Creating objects from prefabs with keystrokes:

* Transfer rotational data from player arrow to egg.
* It is important to send data to the manager.

Text:

* Use UIDocument to display text in the top left corner. Easy to edit every frame.

# Deletion

* Deletion is done on collision based on remaining health.
* Use **kinematic** Rigidbody2D to avoid dynamic physics collision but also have collision between moving objects.
* All interactable objects must have a Collider2D.

# Time

* Track time as floats, 1f = 1s, and let Time.deltaTime manage the frame by frame seconds passing.

All in all, I learned a lot about using a manager singleton and collisions, while also resolving miscellaneous small bumps involving time and text. It took me around 4 hours to complete the program. The most challenging part was communicating the death of a plane enemy to the manager object, something resolved by using a static singleton reference.