

# Documentation

## Mobile 2D City Builder

### Getting Started

If you have just purchased the Mobile 2D City Builder, Please click on Installation on the left hand side to begin.

### Grid and Tilemap

For the start you have to make a grid with tilemap. You can use the grid from the Prefabs folder and change it for yourself. To make ground, you can use **Tile Palette**, but be sure that **tile palette has the same size of cells as grid**.

### Camera Controller

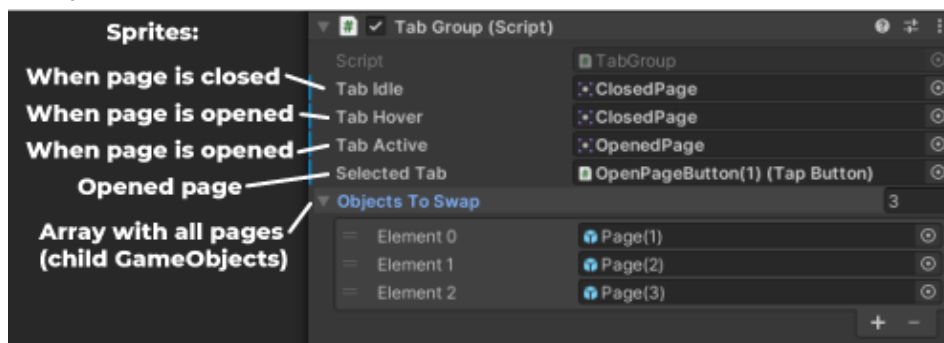
Use the **Main Camera prefab** from the **Prefabs** folder. It contains a customized **CameraController** script.

### Canvas

Put the **Canvas** from the **Prefabs** folder into the scene. Then create an EventSystem and make buttons work. Drop GameManager object from the scene to buttons OnClick event and choose the correct order:

- **ShopButton** - **OpenShop** method from **GameManager** script;
- **CloseShopButton** - **CloseShop** method from **GameManager** script;
- **BuyBuildingButtons** - **BuyBuiding** method(He wants to get the number of building in Structure(array from GameManager) and be sure that you correctly make it) **from GameManager** script;

Also you have to customize script(**Tap Group**) on “**TapButtons**” GameObject in Canvas:

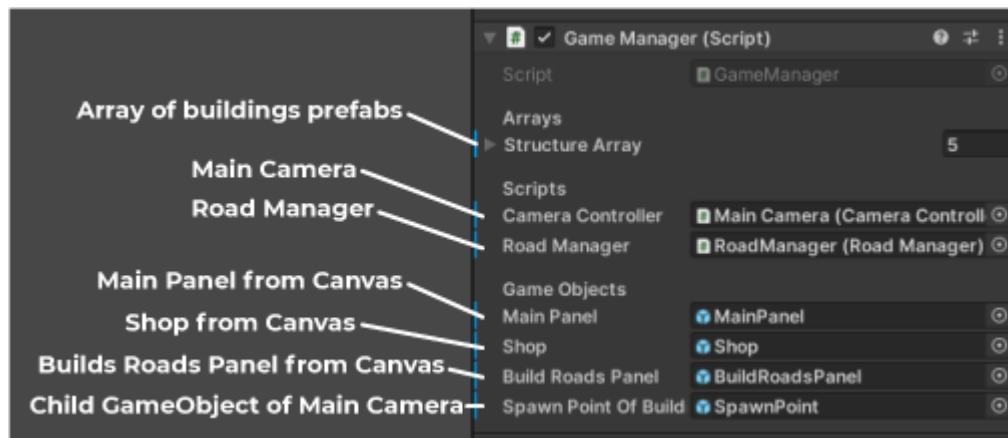


## Road Manager

Use the **Main Camera prefab** from the **Prefabs** folder. Put the **road prefab**, if you don't have one - create by changing the road sprites of an already customized prefab from the **Prefabs** folder. Then drop the **Road Manager** gameObject to **Game Manager** component.

## Game Manager

Drop GameManager prefab on the scene and customize it like that:



## How to add a new building

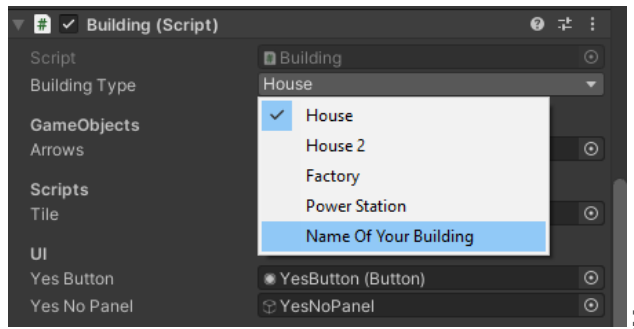
So to add a new building you have to do:

-Make new prefab of building(just copy the prefab of the building from the **Prefabs** folder and change the building sprite on your own building sprite)

-Then in **BuildingData** script add a new enum type in **BuildingType**:

```
[System.Serializable]
public enum BuildingType
{
    house,
    house2,
    factory,
    powerStation,
    nameOfYourBuilding
};
```

-After that open your new prefab(which you made in first step) and change: **Building** script component>**BuildingType**>**nameOfYourBuilding**



-Then in scene's Canvas make a new button for your building(just copy paste) and in button OnClick event put **GameManager** and choose **BuyBuiding method**(I have already told about it in **Canvas** section, see above);

-Also add the prefab to **Structure** and **Structure Save Array**(arrays in GameManager script);