

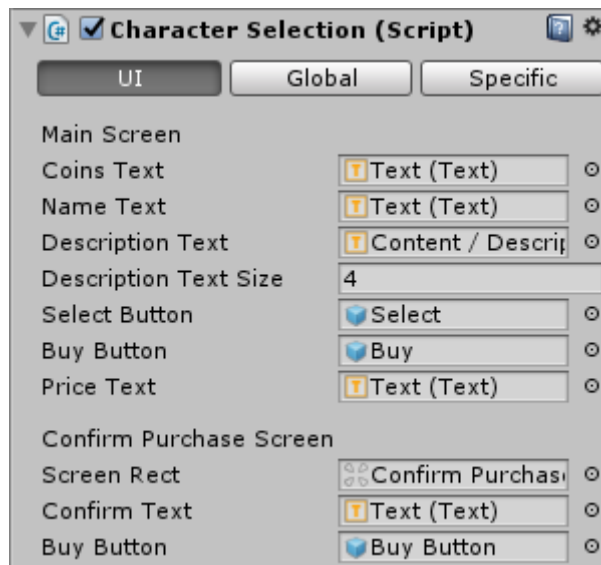
CHARACTER SELECTION SCREEN – BY BRUNO MATTOS

Thank you for purchasing this package, I hope this can be really useful in your project

Here I will talk about the scripts included in the package, let's start with the main one:

CHARACTER SELECTION

UI



Here is where all the variables related to the UI will be, so you will only need to see this menu once to reference them (or none if you use the template given). The only thing you may want to change later is the:

DESCRIPTION TEXT SIZE: This variable will change the text size of the description to adapt to the current resolution, think of this as an alternative to the “Best Fit” option in the Text component. Actually, the purpose of this variable IS to work as the Best Fit because the description rect have a component to adapt its size to always fit the text, so the Best Fit option would end up displaying the max size every time, making this useless.

GLOBAL OPTIONS



PREFAB CONTAINER: The GameObject that will hold every character and align them based on its position, it's not necessary to set one (the script will automatically create one if it set as null), but it's recommended because then you can choose the place in the world where the characters will be shown.

CAMERA OFFSET: How far from the characters should the camera be?

DRAW MULTIPLY: The bigger this value, the faster the camera will move when the mouse/finger is dragged in the screen.

DISTANCE BETWEEN CHARACTERS: When aligned, how far should every character be from each other?

HIGHLIGHTED STATE: It's considered highlighted the one which info is being displayed in the UI.

SCALE: How big should it be when highlighted? (When not highlighted, the scale is the default (1,1,1))

OFFSET: Make the character move to a new position while highlighted.

ROTATE (None, OnlyHighlighted, All): Should the characters rotate?

SPEED: How fast should they rotate? (In angles per second).

RETURN SPEED: Only used with the "Only Highlighted" option, after a new character becomes highlighted, how fast should the old one return to its original rotation?

SPECIFIC OPTIONS

The screenshot shows a Unity Hierarchy window titled 'Character Selection (Script)'. It has three tabs: 'UI', 'Global', and 'Specific', with 'Specific' being the active tab. Below the tabs, it shows '1 / 6' indicating the current character in a list of 6. There are four navigation buttons: '<', '>', '+', and '-'. Below these are two dropdown menus for 'Prerab (Screen)' and 'Prerab (Gameplay)', both set to 'Blue Capsule'. Below these are text input fields for 'Name' (containing 'Blue Capsule') and 'Price' (containing '2500'). At the bottom is a large text area for 'Description' containing the text 'This is a custom description'.

1 / 6: Indicate the index from which the info is being shown and the array length.

< / >: Change the character which the info is being shown.

+: Create a new space to setup a new character.

-: Delete the LAST index.

PREFAB SCREEN/GAMEPLAY: Set the prefab that will be shown in the screen and the one that should be instantiated during Gameplay. There are two fields because in some cases instantiating the gameplay prefab at the screen could causes some bugs such as the character receiving input and start moving around. But the same prefab can be set on both fields if this won't cause any problems.

PRICE: How many coins is needed to unlock this character, remember that if you set the price as 0 or less the script will consider this character unlocked by default.

NAME: This name that will appears in the game UI.

DESCRIPTION: The text that will be shown in the description field on the game UI.

BUTTONS



This is the script that holds ALL the functions called by the buttons in the canvas. These functions were put in a specific script to make it easier to find since they become highly editable. So if you want to add effects such as some particles when a character is bought or a sound effect, go to this script.

EXAMPLE SCENE VS. REAL PROJECT

It's important to make clear that once you put this package in your project there will be two things related to the code that you'll need to do. But don't worry, they are pretty simple.

The first is specifying the path where are stored the information such as coins collected in your project. To do this open the "Character Selection" script, right at the beginning you will see these lines:

```
public int CoinsCollected
{
    get { return ExampleSceneController.coinsCollected; }
    set { ExampleSceneController.coinsCollected = value; }
}
private int SelectedCharacter
{
    get { return ExampleSceneController.selectedCharacter; }
    set { ExampleSceneController.selectedCharacter = value; }
}
private int UnlockProgression
{
    get { return ExampleSceneController.characterUnlocked; }
    set { ExampleSceneController.characterUnlocked = value; }
}
```

Just update them to get the values from the script you are using in your project.

The second is about the screen manager, here you have two options:

- Use the screen manager from this package in your game. Take a look at the "Screen Manager" script located in the "Example" folder, there I'll explain how to use it.
- Change the script to use your own screen manager. The best way to do this is by deleting the screen manager script from the package and then look for every error that will appear on the Buttons script, then just change those lines to your logic.

COMMUNICATING WITH THE MAIN SCRIPT

Open the “ExampleSceneController” from the “Example” folder to see how to communicate with the “CharacterSelectionr” script, things such as: how to initialize the screen or get info about the selected character (for example, get the prefab to instantiate at the start of the game).