

Documentation

BridgeController

Public Attributes:

bridge: Prefabs that will be used to instantiate the top part of the bridge. If there is more than one prefab, the script will randomly pick one from the list.

support: Prefabs that will be used to instantiate bridge support.

size: length of the bridge.

height: height of the bridge.

Public Methods:

updateHeight(): Updates the height of the bridge according to the height attribute.

setSize(): Updates the size of the bridge according the the size attribute.

straightPiecesCount(): Returns the child count of the bridge.

increaseSize(): Increases the size by instantiating a new 'bridge' modular part.

decreaseSize(): Decreases the size by destroying the last added modular part.

WallController

Public Attributes:

wall: Prefabs that will be used to instantiate the walls. If there is more than one prefab, the script will randomly pick one from the list.

tower (optional): Prefabs that will be used to instantiate towers between the walls. If there is more than one prefab, the script will randomly pick one from the list.

size: length of the wall.

wallSize: Size of the wall prefab (6 for fortified wall and 3 for regular walls).

towerSize: Size of the tower prefab (All the tower modular parts are size 3).

Public Methods:

setSize(): Updates the length of the wall according the the size attribute.

straightPiecesCount(): Returns the child count of the wall.

increaseSize(): Increases the size by instantiating a new modular part.

decreaseSize(): Decreases the size by destroying the last added modular part.

TowerController

Public Attributes:

middlePrefab: Prefabs that will be used to instantiate the middle section of the tower. If there is more than one prefab, the script will randomly pick one from the list.

topPrefab: Prefab that will be used to instantiate the top part of the tower.

basePrefab: Prefab that will be used as the tower base.

baseSize: Height of the base prefab.

RandomRotation: If set to true the prefabs will be randomly rotated on the Y axis when instantiated.

floors: Number of floors.

Public Methods:

updateFloors(): Updates the height of the tower according to the floors attribute.

Generate(): Destroys all the child elements and recreates the tower.

addFloor(): Increase the height by instantiating a new modular part.

removeFloor(): Decrease the height by destroying the last added modular part.

updateTopPosition(): Update the top Y position according to the height of the tower.