

Documentation

BuildingController

Public Attributes:

floorPrefab: Prefabs that will be used to instantiate each floor of the building. If there is more than one prefab, the script will randomly pick one from the list.

topPrefab: Prefab that will be used as the terrace.

basePrefab: Prefab that will be used as the building ground floor.

baseSize: Height of the basePrefab.

floors: number of floors.

Public Methods:

updateFloors(): Updates the height of the building according to the number of floors.

Generate(): Deletes all the child objects and recreates the entire building.

addFloor(): Create a new floor.

removeFloor(): Remove the last floor.

updateTopPosition(): Update the terrace Y position according to the height of the building.

SidewalkController

Public Attributes:

straight: Prefab that will be used to as straight piece of the sidewalk.

corner: Prefab that will be used as the corners.

Middle: Prefabs that will be used to fill the space between the sidewalk and the building (in case of wide sidewalks).

size: size of the sidewalk along the building.

width: How wide the sidewalk is.

Public Methods:

setSize(): Increase/Decrease the size of the sidewalk according to the size attribute.

StraightPiecesCount(): Number of straight pieces instances in the sidewalk.

UpdateWidth(): Increase/Decrease the width of the sidewalk according to the width attribute.

IncreaseSize(): Creates a new straight piece.

DecreaseSize(): Remove the last straight piece added.

AddCorner(): Adds the corners on both sides.

RemoveCorners(): Removes the corners.