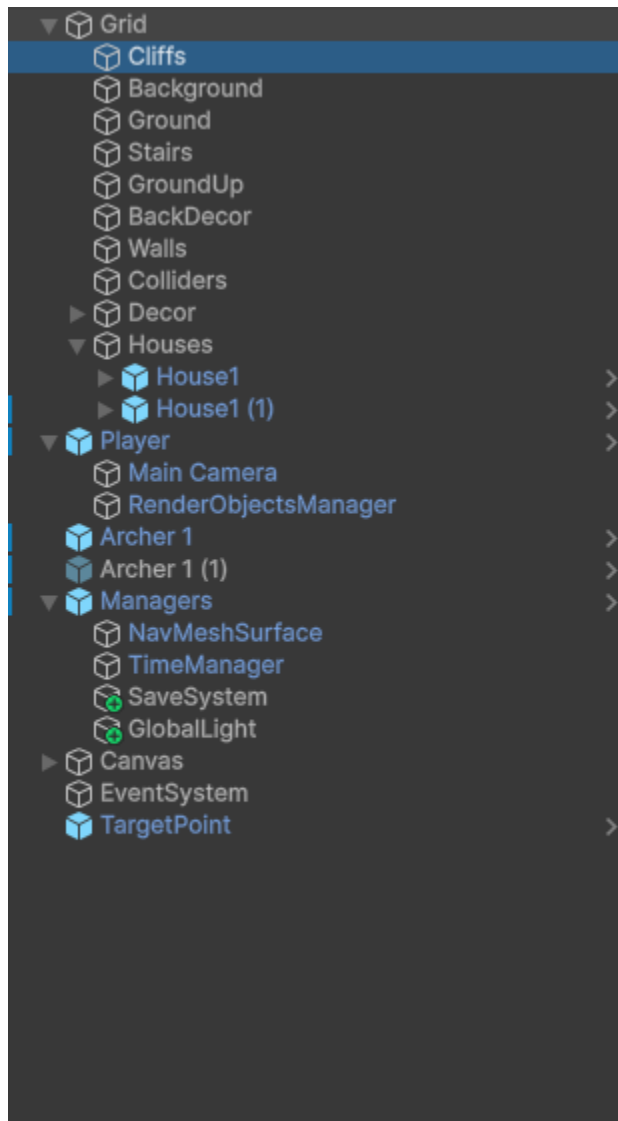
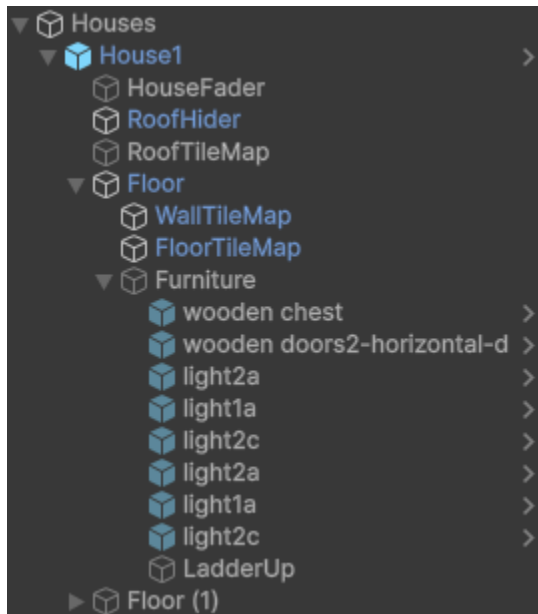


Map and Houses

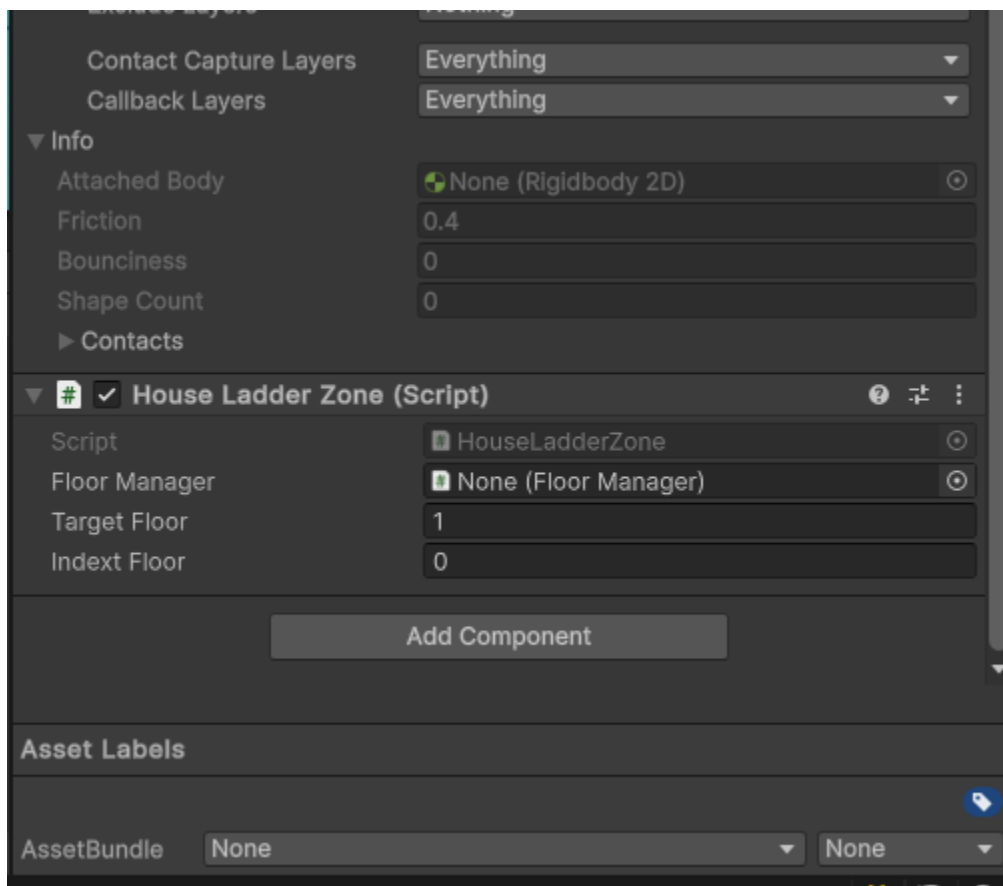
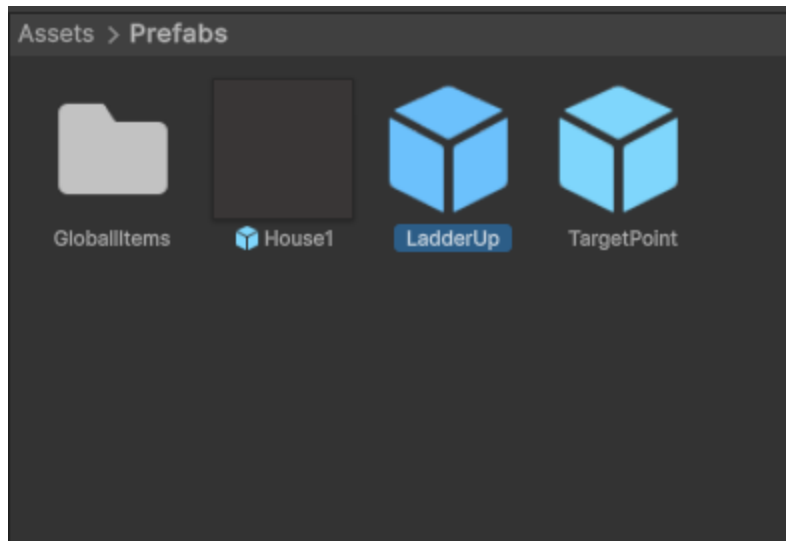


- 1) **Cliffs** – Used to draw cliffs that act as the boundary of the playable area (i.e., the edge of the world).
- 2) **Background** – Used for drawing water or other tiles that appear *below* the main ground level, creating a depth effect.
- 3) **Ground** – Used for regular ground tiles.
- 4) **Stairs** – Used for placing stairs that the player can automatically ascend.
- 5) **GroundUp** – Similar logic to **Background**, but used for elevation effects above ground.
- 6) **BackDecor** – Decorative objects that are rendered *behind* the player.
- 7) **Walls** – Impassable wall tiles.
- 8) **Colliders** – Invisible walls used to block movement.
- 9) **Decor** – Decorative elements rendered *above* the player.

- a) You can also add animated prefab child objects.
- 10) **Houses** – Acts as a container for buildings.



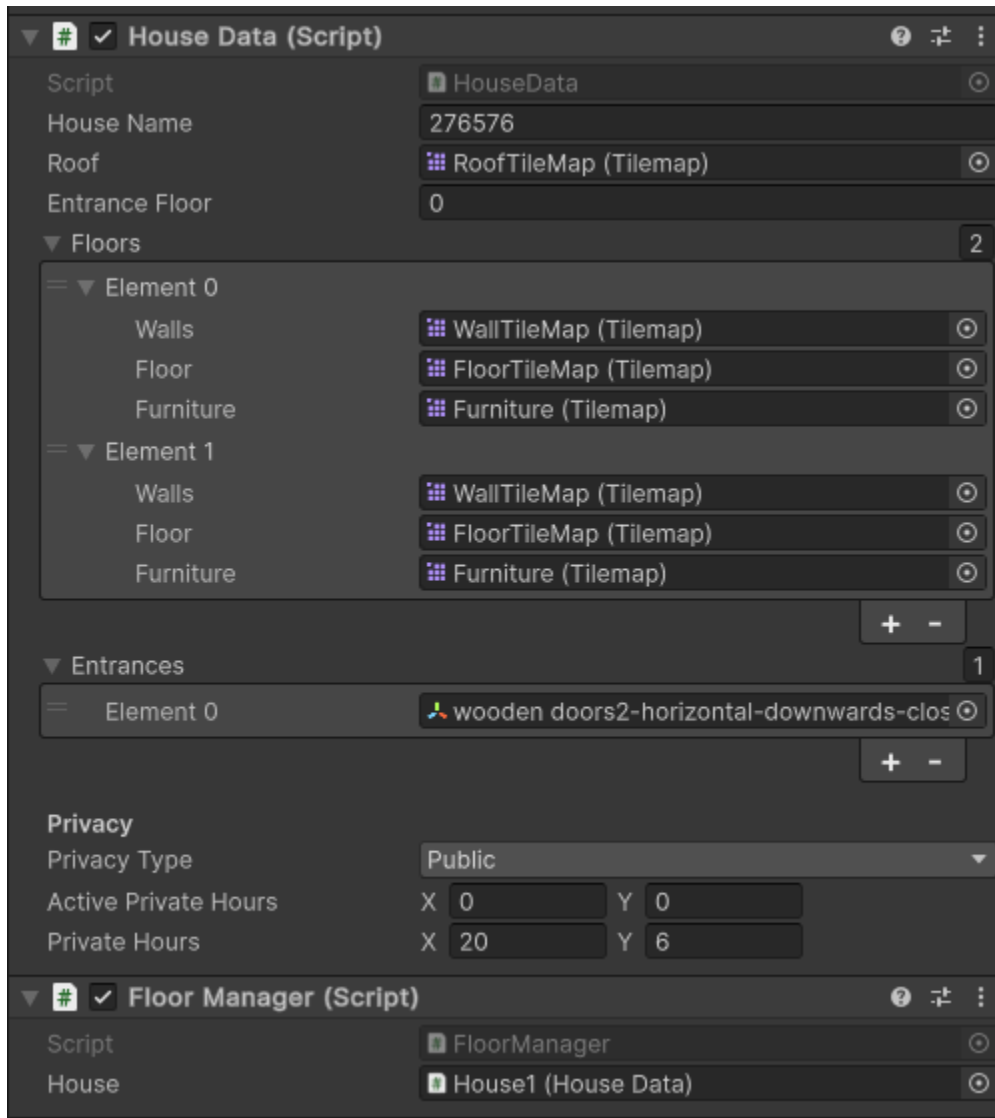
- a) **RoofTileMap** – Represents the house roof, which hides automatically when the player enters the house.
- b) **Floor** – A container for each floor of the house, containing:
- i) **WallTileMap** – House walls.
 - ii) **FloorTileMap** – House floor.
 - iii) **Furniture** – For decorations (you can also add animated prefab children).
 - iv) For multi-story buildings, each floor must include a **Ladder** to allow the player to move between floors.



Each **Ladder** must have a **HouseLadderZone** component with the following settings:

- **FloorManager** – The house this ladder belongs to.

- **TargetFloor** – The floor this ladder leads to.
- **IndexFloor** – The current floor the ladder is on (starting from 0).



Each house has a **HouseData** object containing:

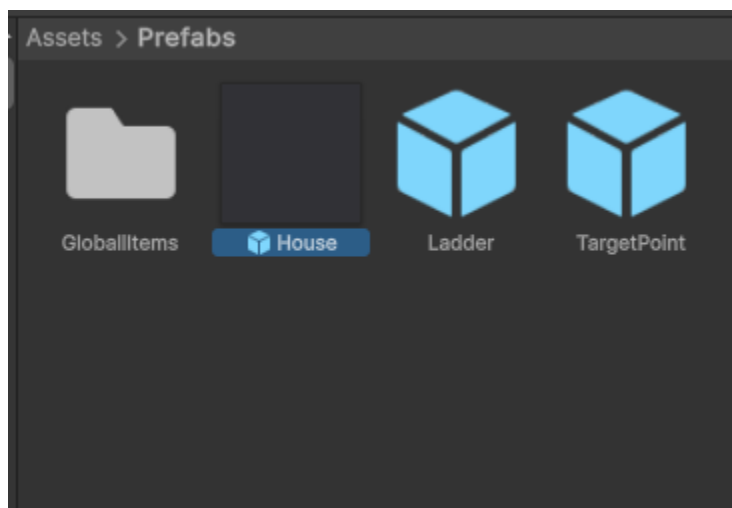
- **Roof** – The roof object.
- **EntranceFloor** – The index of the main entrance floor (e.g., set to 1 if the ground floor is considered a basement).

- **Floors** – A collection of all the house's floors.
- **Entrances** – Entry points into the house.

Privacy Settings

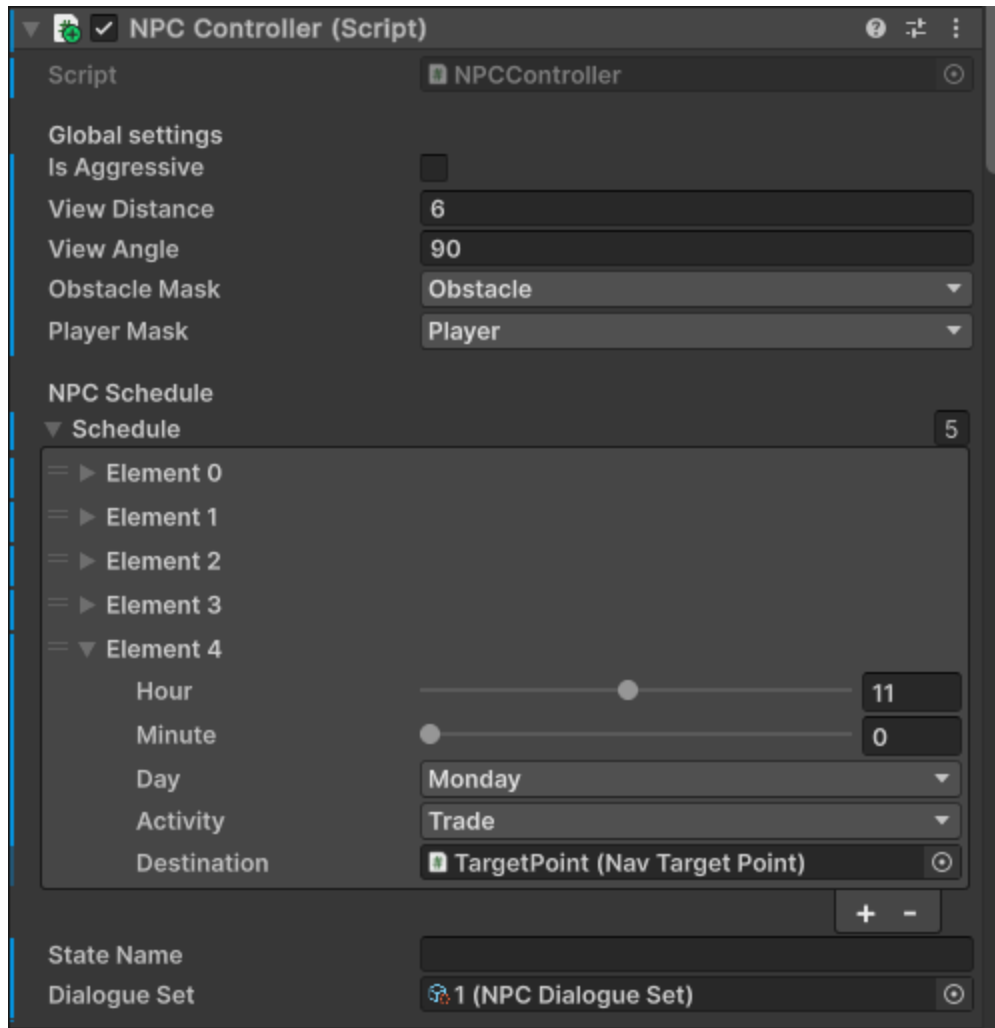
- Used to configure whether a house is public or private.
- **PrivacyType**: **Public**, **Private**, or **PrivateScheduled**.
- **PrivateHours**: The time range during which the house is considered private (used only with **PrivateScheduled**).

You can use prefabs from the **Prefabs** folder, where most settings are already configured.



NPCs and Schedules

NPC behavior is controlled by the **NPCController** script.

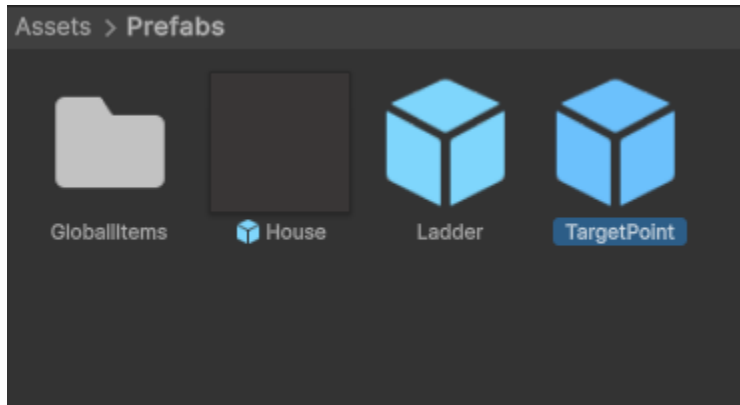


- a)
- b) **isAggressive** – If enabled, the NPC will chase the player as soon as they are spotted. (This will likely be reworked in the “Factions & Reputation” phase.)
- c) **View Distance** – NPC vision radius.
- d) **View Angle** – NPC field of view angle.
- e) **Obstacle & Player Mask** – Generally do not need to be changed.

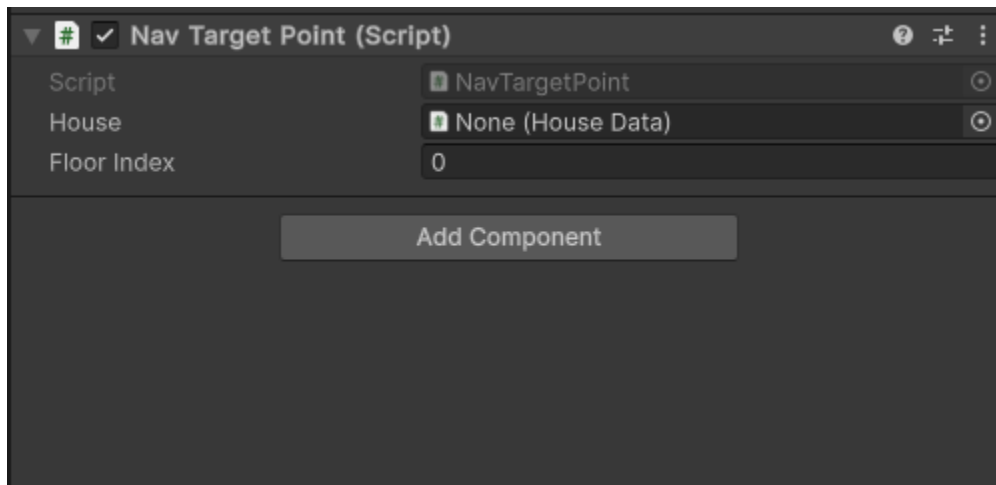
Schedule – A list of the NPC’s daily activities:

- **Hour/Minute** – When the event starts.
- **Day** – Day of the week. If events repeat daily, duplicate them for each day.
- **Activity** – The type of action performed at that time:
 - **Sleep** – NPC is sleeping.
 - **Work** – NPC is working.
 - **Idle** – NPC stands in place.
 - **Wander** – NPC roams randomly.

- **Trade** – NPC is available for trading.
 - **Guard** – NPC guards a location (must define the position).
 - **Patrol** – Like Guard, but moves around a route.
 - **Hide** – NPC is hidden and cannot be interacted with.
 - **Hunt** – NPC roams and will chase the player upon spotting them.
 - **Chill** – NPC casually wanders near a point within a small radius.
- **TargetPoint** – An invisible dummy point used for pathfinding (created as a prefab for easier reuse).



Each point has the following additional data if placed inside a house:



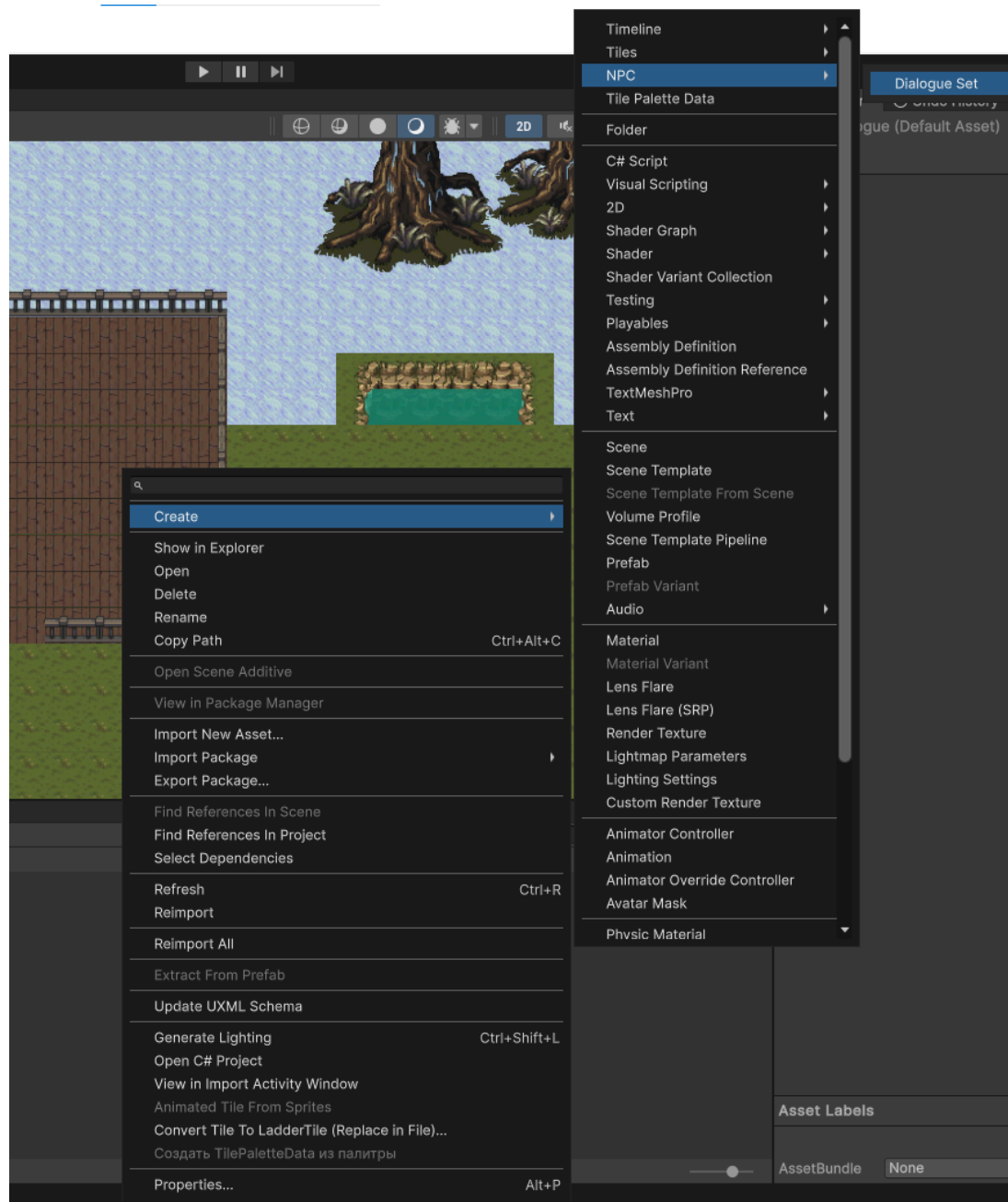
House – The house it belongs to.

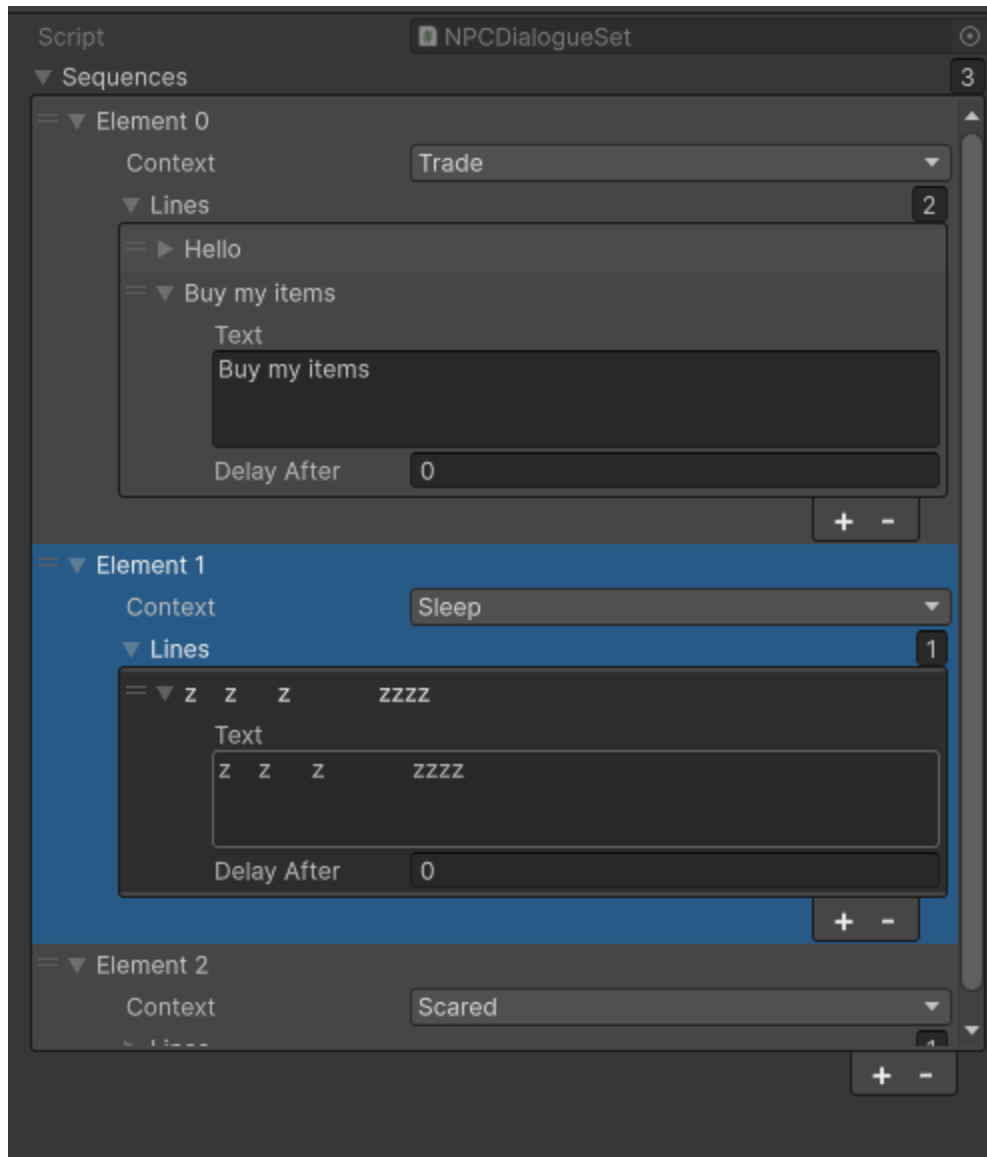
FloorIndex – Which floor the point is on.
(If the point is outside, these fields can be ignored.)

StateName – Used for debugging.

DialogueSet – A set of phrases that the NPC says periodically depending on their current state. For example, if trading, they might say "Come buy something!"

To create a dialogue set:

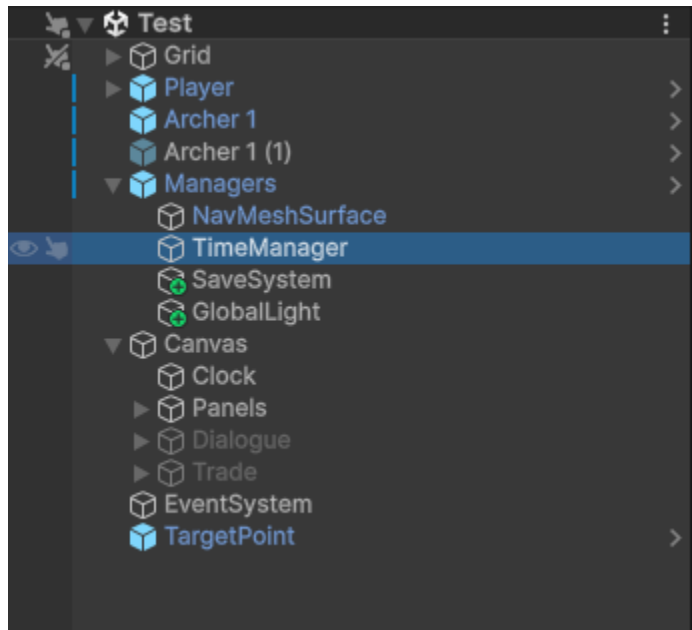




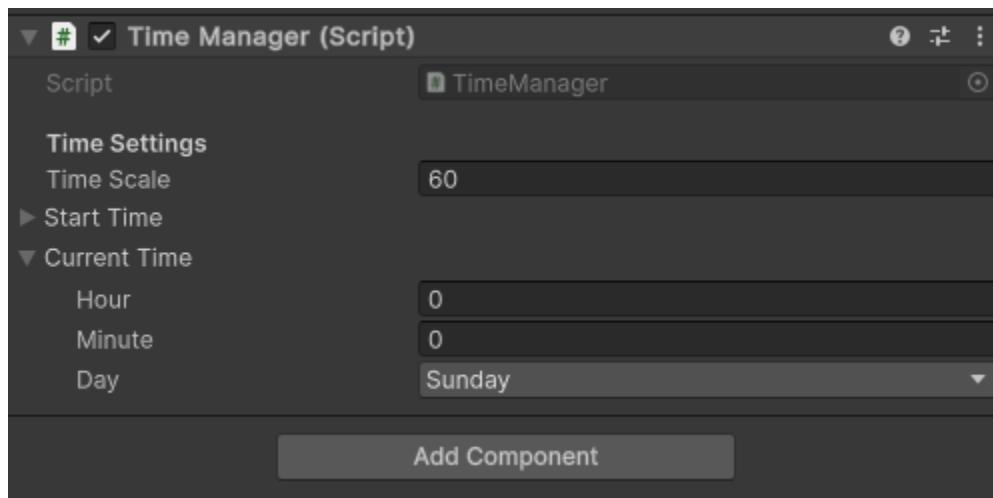
- **Context** – The state in which the lines are used. Matches the NPC activity types:
 - Idle – Also used for Wander and Chill.
 - Work
 - Trade
 - Guard – Also used for Patrol.
 - Sleep
 - Hunt
 - Scared
- **Lines** – The lines of dialogue spoken in that state.

This field is optional – you can leave it empty or reuse sets between NPCs.

Global settings

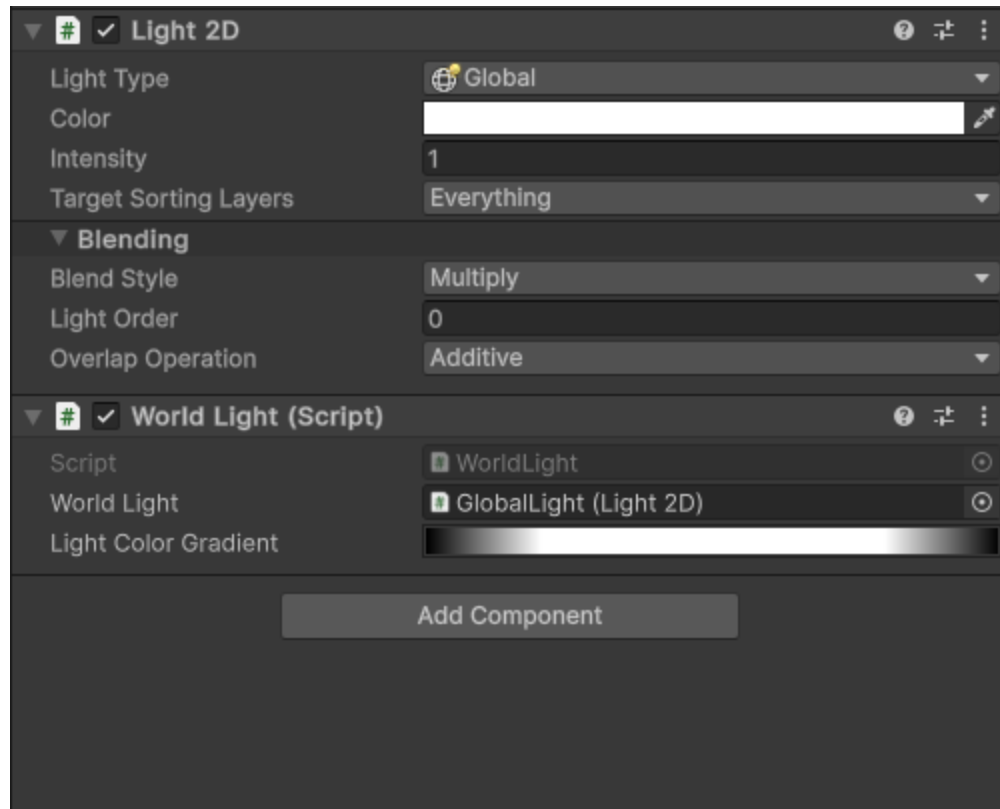


Under **Managers**, the **TimeManager** controls in-game time.



Time Scale – Determines how fast in-game time passes compared to real time (e.g., how many real seconds equal one in-game second).

The **GlobalLight** object controls lighting.



Light Color Gradient – A gradient for smooth lighting transitions over time (0% = 00:00, 50% = 12:00, 100% = 24:00).

To set up light sources (lamps, etc.), add a **Light2D** component and configure its glow.

