Description:

The Overworld of Doki Doki Library Club.

Key Features:

- Seven Navigable Rooms.

- Nine Interactable Characters.

- A test-panel easter egg.

Importing the Prefab:

- Import the .unitypackage file in the unity editor.

Basic Usage:

- To use the prefab, drag it from the project view into a scene.

Dependencies:

- Scripts:

  - OverworldManagement.cs

  - Room.cs

  - ComputerRoom.cs

  - RoomsDB.cs

  - OverworldDebugMenu.cs

  - OverworldResources.cs

  - OverworldData.cs

- Scenes:

  - A scene named for each interactable character ("Daphne", "Lucy", etc)

- Resources:

  - roomCharactersFinal - File contains images for all characters

- ○ debugPanelImages - Contains visuals for the debug test panel, originally a placeholder used during development, but now more of an easter egg.
- ○ RoomBackgrounds - File contains all other overworld graphics

Prefab Components:

- ● Room - Contains the main "OverworldManagement" script, and acts as a container for the rest of the prefab.
  - ○ OverworldResources - An object used to load resources in the editor using the "OverworldResources" script.
  - ○ Canvas - A UI Canvas containing most of the prefab's graphics and player-facing functionality.
    - ■ Background: The background image for the overworld.
    - ■ TestPanelButton: The button used to access the test panel. This is only available in the computer lab.
    - ■ GoLeft, GoRight: Buttons used to navigate the library.
    - ■ CharacterL, CharacterR: Buttons used to interact with the characters in a room.
  - ○ OverworldDebugMenu - Contains the "OverworldDebugMenu" script. Begins as disabled, and only is enabled when the computer in the computer lab is clicked by the player.
    - ■ Background: The background image for the debug panel.
    - ■ Character Images: Images for each character.
      - ● Button: Buttons used to interact with each character.
    - ■ BackButton: A button used to close the debug menu.