

POLYGONIX GAME TEMPLATE MANUAL

At first thank you for buying the Polygonix Game Template and if you have any questions feel free to mail to contact@devandart.de

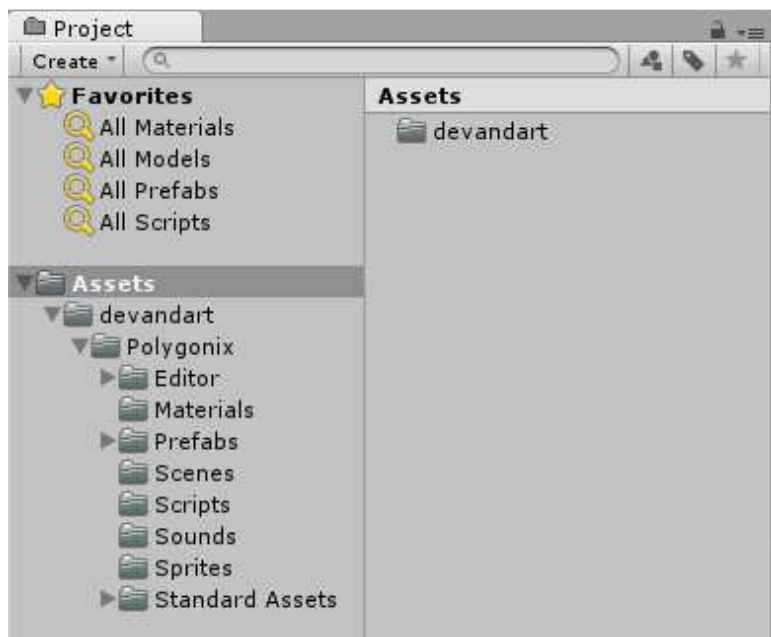
This manual will explain you the project structure and how to setup a scene.

Content

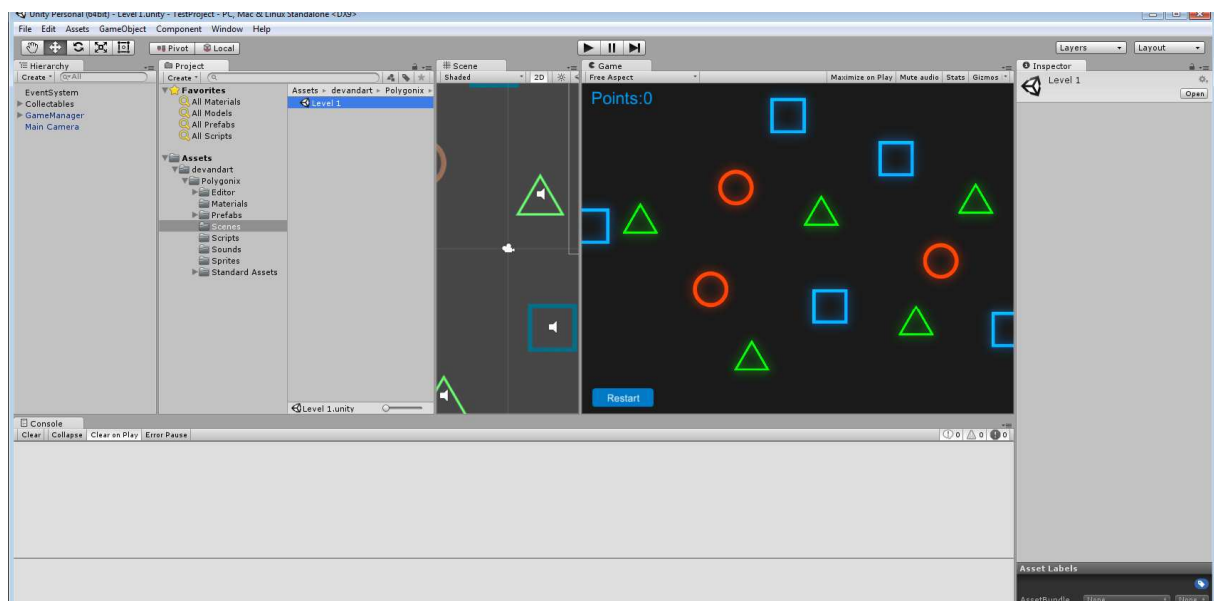
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FOLDER STRUCTURE

After importing the asset you should have a hierarchy of Assets/devandart/Polygonix/...



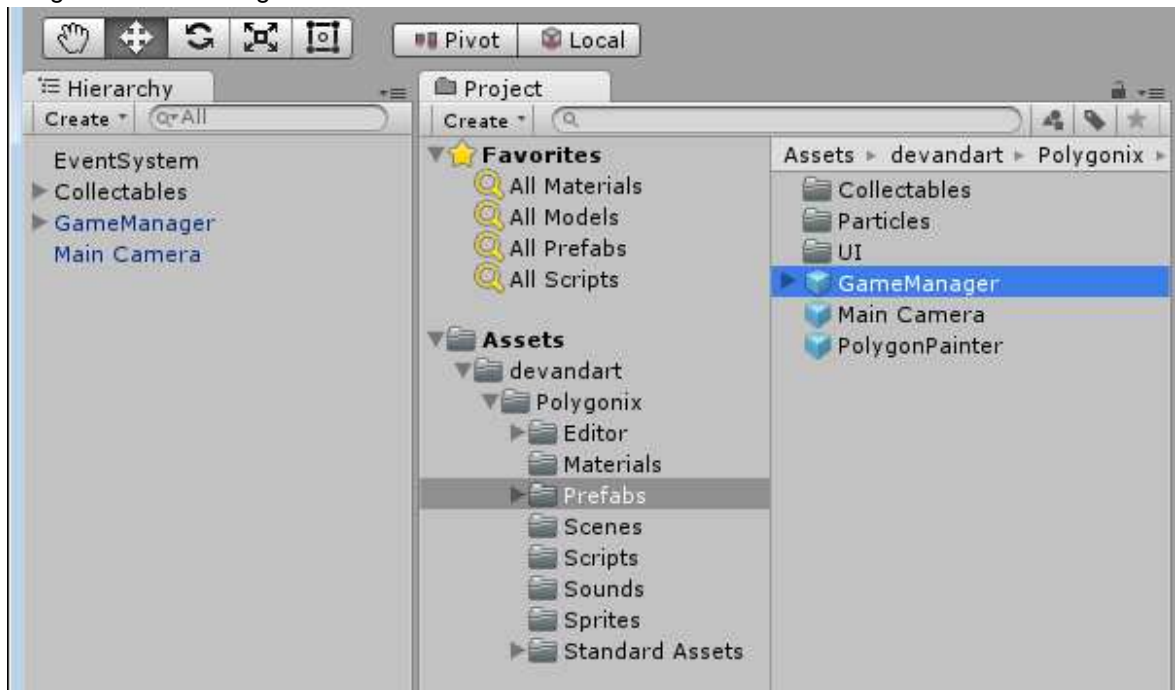
If you now select the Scenes folder you can open the Level 1 scene to test out a working level and see how it's setup.



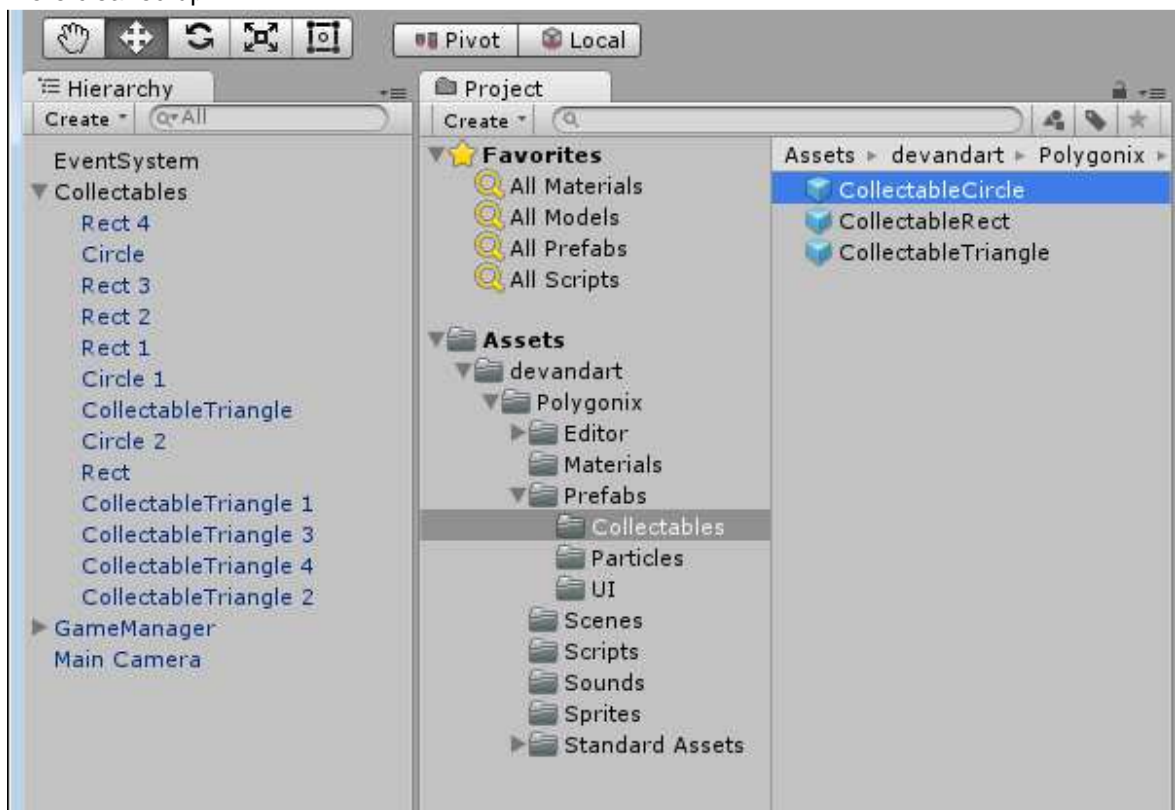
SETUP A NEW SCENE

If you want to setup a scene from scratch you don't have to do much.

1. Drag the GameManager Prefab into the scene

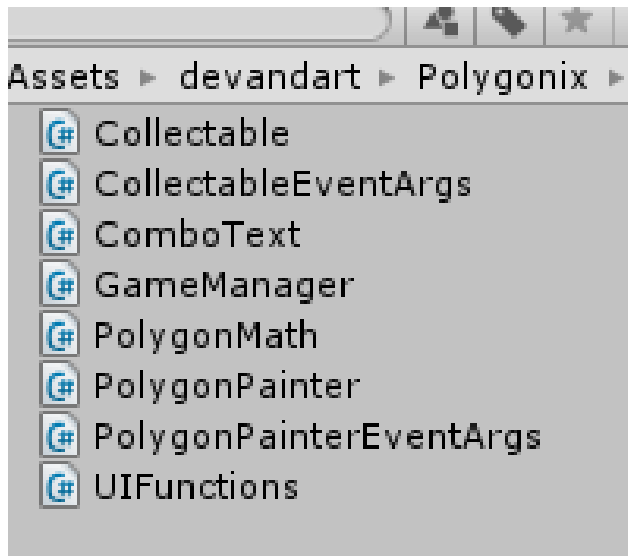


2. Delete the default camera and drag the Main Camera prefab into the scene. The camera is setup with everything needed
3. Drag some collectable object prefabs into the scene, you don't have to parent them but I like it more cleaned up



SCRIPTS EXPLAINED

You don't have to but you can change all scripts in the game template. To know what does what it's explained here in short descriptions. The scripts itself has comments, too.



- Collectable
 - Each collectable object has this script attached. It handles all the behavior of an collectable; moving, rotating and destroying it when in drawn line and telling it the GameManager
- CollectableEventArgs
 - These are the arguments the Collectable sends when getting collected
 - Contains for e.g. the last position and the time when it got collected (for the combo system)
- ComboText
 - Updates the comboText prefab text
- GameManager
 - Handles all game logic, for e.g. when the game is finished
- PolygonMath
 - Contains the polygon logic, for e.g. checking if a point is inside a polygon
- PolygonPainter
 - Handles the drawing of the polygons the player can draw
 - Sends events when a polygon is drawn
- PolygonPainterEventArgs
 - The arguments the PolygonPainter sends with it's events
- UIFunctions
 - Contains UI functions called through the TriggerEvents like the Restart button