Contents

Introduction

Thank you for purchasing the "**Adventure Puzzle Kit**" – This asset is a complete template featuring all of my great puzzle assets from the Unity store, including a full integration of the:
- Examine System
- Gas Mask System
- Keypad System
- Themed Key System
- Generator System
- Flashlight System
- Phone System
- Padlock System
- Chess Puzzle System
- Safe Unlock System
- Fuse Box System
- Button Door Interaction
- Lever Puzzle System
- Valve Puzzle System

ONLINE DOCUMENTATION: https://speedtutoruk.gitbook.io/apk-documentation/

The asset includes:

- Unified Raycast system to have one script to control each assets raycast
- Simple Item Controllers to justify which objects from simple dropdowns
- All refined and reworked code to make them as efficient as possible
- Custom audio manager to control and add more audio clips for your usage
- Custom input manager to help you easily manage all inputs in one place
- Custom disable manager for changing disabling behaviours
- 1st Person for all puzzle types

FAQ

Q). Should I import project settings? Will it mess up my project?
A). I would recommend that you make a backup of your project before importing any assets into your scene. The safest way is to create a brand-new project and import my assets in but it's safe enough to "Import" the Adventure Kit but UNTICK "Import Projects Settings" when you choose what files to import in. This means it will not overwrite your current settings but only import the required assets!

Q). Is there an example of this asset working?
A). Yes, you can open the "**FirstPerson_AdventureKit_Demo**" to see the keypad asset or use this scene as your initial base of your project.

Q). Why isn't the Demo working? I've just imported the asset!!!
A). Add the tags: "InteractiveObjects" "ExaminePoint" "InspectPoint" (If not already available) in your tags at the top of the inspector

Add the Layers: "ExamineLayer" "InspectPointLayer" "PadlockSpinner"

Q). How can I manually setup this asset?
A). See the manual setup instructions on "This Page". Make sure to remember to import the standard assets into your scene before starting or you may have errors!

Q). Why can't I see the UI or why is the UI in the wrong place?
A). that might be because you may have dragged some UI objects into the scene rather than onto the hierarchy. Make sure the X, Y, Z positioning of all parent objects (Which contain the UI's) are set to 0, 0, 0 in the inspector.

Q). I'm having trouble getting the interaction to work and activating parts of the system. What should I do?
A). Make sure your 3D objects have the:

- Set the tag to "InteractiveObject"
- Make sure this object has a "Box Collider"
- Make sure it also has the "AKItem" script

Q). Some of my references in managers or GameObject are missing, what should I do?
A). In this video below I just detail some of the best ways to connect any missing references, mainly by looking at the variable in the inspector and clicking on the find button (Next to the empty or full slot) and search for the same name, and it will likely be a canvas element. You could even open the Adventure Kit in a new project and compare against the working demo scene! Link: https://www.youtube.com/watch?v=pgczV9bWgUY

Q). Can I use a different Character Controller?
A). This asset is intended for use with the provided (Unity Standard Assets) FPSController - Character Controller but can be replaced by doing a couple of simple modifications. See the link below or send me an email and I'll be happy to help you out! Link: https://www.youtube.com/watch?v=mIRa-NkmDkA

Q). I have this yellow warning in Unity: "DontDestroyOnLoad only works for root GameObjects or components on root GameObjects"
A). This just means that objects that use DontDestroyOnLoad don't work correctly when they're children of other objects, I recommend making all the manager objects loose in the hierarchy, it will solve the issue. The only reason I set them as child, was to make it look neater in the hierarchy.

Manual Setup

I will go through a basic setup for the system but please take a look at the online documentation if you wish to see detailed information, setups videos, commonly asked questions, resources and more! Send me an email if you're struggling with anything.

ONLINE DOCUMENTATION: https://speedtutoruk.gitbook.io/apk-documentation/

Quick Start:

- You can add the "**APK_QuickStart_EntireDemoScene_Prefab**" to your scene and all assets will be setup and ready to use. You can remove the decoration or other content and move the puzzles into places you'd like.
- Always refer to the demo scene and try things out for yourself!

Basic Manual Setup:

1. Import Post Processing from the "Package Manager"
2. Add the tags:
    a. "InteractiveObjects"
    b. "ExaminePoint"
    c. "InspectPoint" (If not already available) in your tags at the top of the inspector
3. Add the Layers:
    a. "ExamineLayer"
    b. "InspectPointLayer"
    c. "PadlockSpinner"
    d. "PostProcess"
4. Add the "**AdventureKit_FPSContainer**" to the hierarchy or scene from the prefabs folder (If not already. (This will have a Main Camera, Examine Camera and Examine Point)
    a. On the Main Camera Culling Mask, make sure everything is ticked apart from Examine Layer and InspectPointLayer.
    b. On the Examine Camera Culling Mask, have everything UNTICKED apart from ExamineLayer and InspectPointLayer
5. Add the "**AdventureKit_Managers**" from the prefabs folder to the hierarchy which should include:
    a. AK – Audio Manager
    b. AK – UI Manager
    c. AK – InputManager
    d. AK – DisableManager
    e. AK – ToolTipManager (Currently Experimental Feature)

6. Add any of the "System Managers" depending on which systems you'd like to use, these could include:
    a. Flashlight – Controller
    b. GasMask – Controller / GasMask – Health Manager
    c. Valve – Inventory
    d. Fusebox – Inventory
    e. Generator – Iventory
    f. ThemedKey – Inventory
    g. ChessPuzzle – Inventory
7. Add all UI elements from the prefabs folder:
    a. AK – Inventory Canvas
    b. AK – Safe Canvas
    c. AK – Phone Canvases
    d. AK – Keypad Canvaves
    e. AK – Note Managers – Canvases
    f. AK – Examine Canvases
    g. AK – GasMask Visor Canvas
    h. AK – Valve Progress Canvas
    i. AK – Interact Prompt Canvas
    j. AK – Crosshair Canvas
    k. Event System
8. Add any of the Puzzle Objects from the prefabs folder for each system:
    a. Safe – Objects
    b. Note – Objects
    c. Etc

See full online documentation for full breakdowns of how to connect each individual puzzle if you're confused: https://speedtutoruk.gitbook.io/apk-documentation/

Contact

Thanks very much for downloading! Please be sure to leave a **star rating** and **review** if you liked the package!

Support me on Patreon: https://www.patreon.com/SpeedTutor
Make a small donation: http://www.paypal.me/speedtutor

If you have any problems with the pack, or have some ideas for new models you'd be interested in, please feel free to contact me.

Email: speedtutoruk@gmail.com

Website: http://www.speed-tutor.com

Online Documentation

Up to date setup on the ONLINE DOCUMENTATION HERE: https://speedtutoruk.gitbook.io/apk-documentation/

Patch Notes

Full Patch notes inside the online documentation here: https://speedtutoruk.gitbook.io/apk-documentation/

V1.6 – May 2023:
Valve Puzzle System:

- Added the new system which has 4 coloured valves, which need to be added to corresponding valve pipes and all need to be activated to cause an effect
- Brand new inventory and updated all systems to the most recent versions
- Thousands of optimisations and new features

V1.5 - May 2021
Lever Puzzle System:

- Added the lever / switch puzzle system which allows you to interact with a set of switches or levers that when pulled in the correct order, will allow a custom interaction. Includes animated objects, PBR models and full controllers

V1.4 - February 2021
Fuse Box System

- Added a new puzzle which allows players to collect fuses and add them to an interactive PBR box to do a custom event

V1.2.1 – September 2020 – Minor Fix

- Fixed an issue where you could complete the chess puzzle by adding a fuse and removing it before the end, if this was a fuse matching the required box.

V1.2 – September 2020 – System Updates

- Chess Fuse Puzzle System - This will allow you to collect fuses around the game world to input into various fuse boxes and if all are put into the correct order, a custom interaction can be made!

V1.1 - July 2020 - System Updates

- Updated the Examine System to make it more refined
- Updated the Gas Mask System and given a rework
- Added 3rd person support for Padlock system
- Added 3rd person support for Note System

Version 1.0 – June 2020 - Initial Release