Sample 2: Buff Custom UI Documentation – Sean Martin

This is a sample of documentation I wrote for the project BuffMaster. BuffMaster is a Unity component that users can use to manage the modification of game objects. I have obtained permission from the project owner to share some of user-facing documentation that I’ve written. This is the documentation for the Buff component of BuffMaster.

Buff Custom UI INSTRUCTIONS-----------------

This is the Buff component included in BuffMaster. A Buff component is created when a GameObject is the target of a modification, or ‘buff’. The following are features of Buff that will help with creating a custom user interface to handle Buffs.

BuffName: The name assigned to this particular buff. Multiple instances of the same buff will have the same BuffName.

ID: A number associated with a particular buff. Two instances of the same buff will have the same ID.

Icon: An image that represents the buff. If the image is not square, it will be distorted. High resolution images will be resized to fit.

BuffType: An arbitrary enumeration of possible types of buffs. BuffType has no direct effect other than categorizing the buff. The types of buffs included by default are:

Positive, Negative, World, Aura, and Special

StackMode: Determines how the buff 'stacks' and 'refreshes'. A buff ‘stacking’ means that more than one instance of the buff can be applied to the same GameObject. A buff ‘refreshing’ means that the buff's timer will be restarted if another instance of the buff is applied same GameObject. The types of stacking are:

None - The buff neither refreshes nor stacks.

Refresh - The buff stacks and refreshes. All stacks expire at the end of the Duration.

NoRefresh - The buff stacks but does not refresh. All stacks expire at the end of the Duration

Roll - The buff stacks but does not refresh. Each instance of the buff will expire at the end of its own Duration.

Multiple - Multiple instances of a buff can be applied to one GameObject like stacking, but this StackMode will display a separate Ui element instead of incrementing a stack count on a single UI element.

Frozen- The buff stacks, but only the oldest stack will tick down. All other stacks will be 'frozen' until the oldest stack expires, at which point the next oldest stack will begin to tick down.

MaxStacks: The maximum number of stacks of a buff that can be applied to one GameObject

Duration: The initial duration of the buff. The buff will expire after this duration has elapsed unless the buff is altered to perform differently.

TickTime: The time between the effects of over-time buffs. If this field is set to three seconds, the effects of a buff will occur every three seconds.

Stacks: The current number of stacks of this buff.

Ticks: The number of ticks that have occurred since the buff was applied. When this is equal to the duration, the buff will expire.

Active: This controls whether or not a buff is active or not. If the buff is inactive, it will not tick down and will not apply any effects to the GameObject.

Target: The GameObject that the buff is applied to.

BuffMaster: The BuffMaster object associated with the object the buff is applied to.

TimePassed: The total time that this buff has been applied to the target object.

TimeRemaining: The amount of time until the buff elapses unless the buff is refreshed or altered to change the time remaining.

Ticker: A separate timer that tracks the application of on-tick effects.