Sample 1: BuffUI 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 BuffUI component of BuffMaster.

BuffUI INSTUCTIONS-----------------

BuffUI is an example of a user interface a user could create using BuffMaster and is included alongside the BuffMaster component. BuffUI creates an icon representing a ‘buff’ above a target GameObject.

Here are the features included in BuffUI. Note that values are permanent once instantiated. To view effects in Unity after a field is changed, restart the scene.

Scale: Adjusts the size of the canvas that the entire BuffUI element appears on. Use this to change the size of a BuffUI component. This value is a multiplier, such that the value 1 is 100% of the default size.

Adjust Height: Adjusts how high a BuffUI element appears over a GameObject. The position of the BuffUI element is determined with these steps:

* 1. Begin with the distance between the center of a GameObject and its highest point.
  2. This value is added to the highest point on the GameObject.
  3. The value of the Adjust Height field is now added. Positive values raise the BuffUI element and negative values lower it.

Frame: Selects the image file to use as a backdrop for BuffUI elements to appear on. If multiple buffs are present on one GameObject, this image extends horizontally to contain each element. The frame should be set to a nine-slice image to avoid distorting it when the frame extends.

Padding: Adjusts the distance between BuffUI elements and the outer edge of the frame.

Spacing: Adjusts the distance between the BuffUI elements.

Font: Changes the font used on the BuffUI element.

Font Color: Change the color of the font used on the BuffUI element.

Automatically, BuffUI applies a border color based on the buffType field of a GameObject’s Buff component. For example, if a Buff component has buffType set to negative, a red border will be displayed around the buff.