

Classic Fantasy RPG - UI Kit

Script documentation

1. CharacterPickController used in the demo scene to imitate character pick by buttons. Has a public method PickCharacter(int) that disables all character game objects and activates a character that in characters arrays by the index of provided int value.
2. DoubleClickHandler adds the double-click listener to the current UI game object. Actions that should be performed by double-click could be added to the onDoubleClick unity event.
3. DropDownArrowController allows changing the current option of the Dropdown component by ChangeLeft and ChangeRight methods.
4. GameLoader used in the demo scene to load game scene displaying loading status by the attached slider. It also adds the loading delay to imitate slow loading for slide demonstration purposes.
5. GamePauser could set the Unity time scale to 0 (pause the game) or 1 (unpause the game).
6. OnKeyAction attaches action to the input key. Property KeyCode determinates input key and UnityEvent allows to attach action that should be invoked when the key is pressed.
7. OpenMainMenu used in demo scene to transition from game scene to demo menu scene. Has property Slide to open demo scene with specified slide.

8. SliderChanger used in demo scene to change demo slides. Simply activates and disables specified in properties game objects.
9. ToggleArrowController just like DropDownArrowController changes currently chosen toggle in toggle group by ToggleLeft and ToggleRight methods
10. BossAi emulates simple AI for the last enemy of the demo game. There are several properties that determine radiuses where the enemy should chase, attack, or block attacks from the player. It also contains properties that configure the range of attack, attack rate, block duration, and teleport ability cooldown. This component implements the state machine pattern.
11. SimpleAi same as BossAi but without teleport ability, without block, and with melee attack range.
12. KeyboardControl allows controlling of player character through keyboard and mouse. Has properties for key bindings and player ability controller references.
13. AudioEventManager controller that plays character actions sound like footsteps, hurt, and attack. In the demo scene, almost all of the component's methods invoke from animations.
14. ButtonSound simply plays the sound when a button is clicked. Just attach this component to the button, inject audio source and clip to it and invoke the PlayButtonClick method on a button click event.
15. TimerEvent invokes specified unity event action after a specific period of time.
16. AppExit has only one method that quits the application.

17. `ApplicationContext` a static class that globally holds the slide that should be opened on demo scene load. Used in demo game to open demo scene with opened menu slide.
18. `Projectile` determinates the behavior of last enemy projectiles. Has the property of speed of the projectile and affect mask (who should be hit by this projectile).
19. `Block` component adds an ability for characters to block incoming attacks.
20. `Durable` represents survival ability of character. Configures current and max health of the character, blocked damage multiplier, and what should be disabled on the character's death.
21. `Energy` component lets character use abilities that requires energy. Configures the initial and max energy value, and restore rate. Also could display current energy value to an attached slider.
22. `HeavyAttack` adds the strong-stroke ability to a character. It requires an `Energy` component. Configures energy cost, cooldown, and damage.
23. `IAttack` is an interface that should be implemented to let the character attack. It lets control character by AI in a common way.
24. `MeleeAttack` allows a character to attack in melee range. Configures an attack rate, attack damage, and radius.
25. `MovableKinematic` adds to a kinematic rigid body ability to move, ability to jump, and affection by gravity. Configures gravity modifier and jump force.
26. `Potion` components allow the character to drink a healthy potion. Configures potion count and health to restore.

27. RangeAttack adds the ability to attack from a distance. Same as MeleeAttack configures attack range, attack rate, and damage.
28. TeleportationAbility adds the ability to teleport an enemy away from you to a specific point (teleportationPoint property). It also configures a cooldown and plays the specified sound.

Shader documentation

1. Grayscale.shader used to make image colorless grayscale. There are available properties:
 - a. `_Luminance` - something like the brightness of grayscale. It is recommended to remain its default value - 0.333
 - b. `_Apply` - a simple boolean property that enables or disables the grayscale effect.

Support contact: ponetisup@gmail.com