

Tool School - extendable unity VR project for creating lessons to introduce usage technical tools

Entrypoint is *MainBehaviour* scene, which contains instances of services, configured entities and *EntryPoint* script, which should stay only one script to start all behaviour after potential preparations.

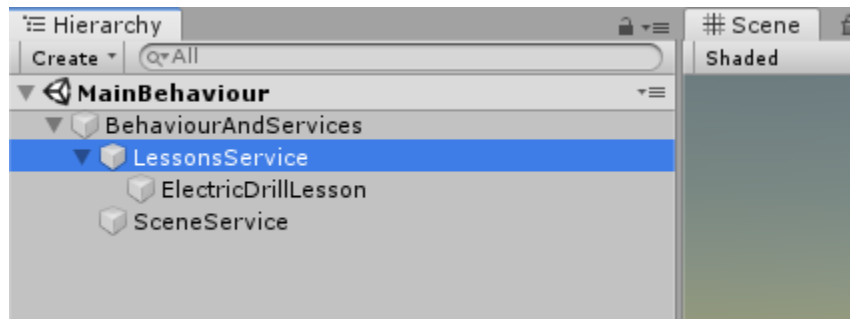
MainBehaviour scene contains object *BehaviourAndServices*, which is aimed to hold all main MonoBehaviour services instances. There is the list of common instances:

LessonService : *ILessonService* - implementation of lessons main behaviour - holding list of lessons (via getting it from children), current lesson, launching and finishing of lessons.

SceneService : *ISceneService* - implementation of loading scenes, which are needed for gameplay.

Important! To respect the Dependency Inversion Principle, developers should use references of services only from *ServicesReferences* class.

IToolLesson and *BaseToolLesson* are the main abstractions of Lessons classes, which control all Lesson behaviour. By implementing this abstraction, you get new instance of lesson. To add this new lesson into game, you should create child game object in MainBehaviour scene here and attach your new class to it:



BaseTool - abstraction for tools, which are used in *Lessons*. It's a common class for all tools like drill and bits for it. This abstraction level gives the ability to reuse tools in other lessons.