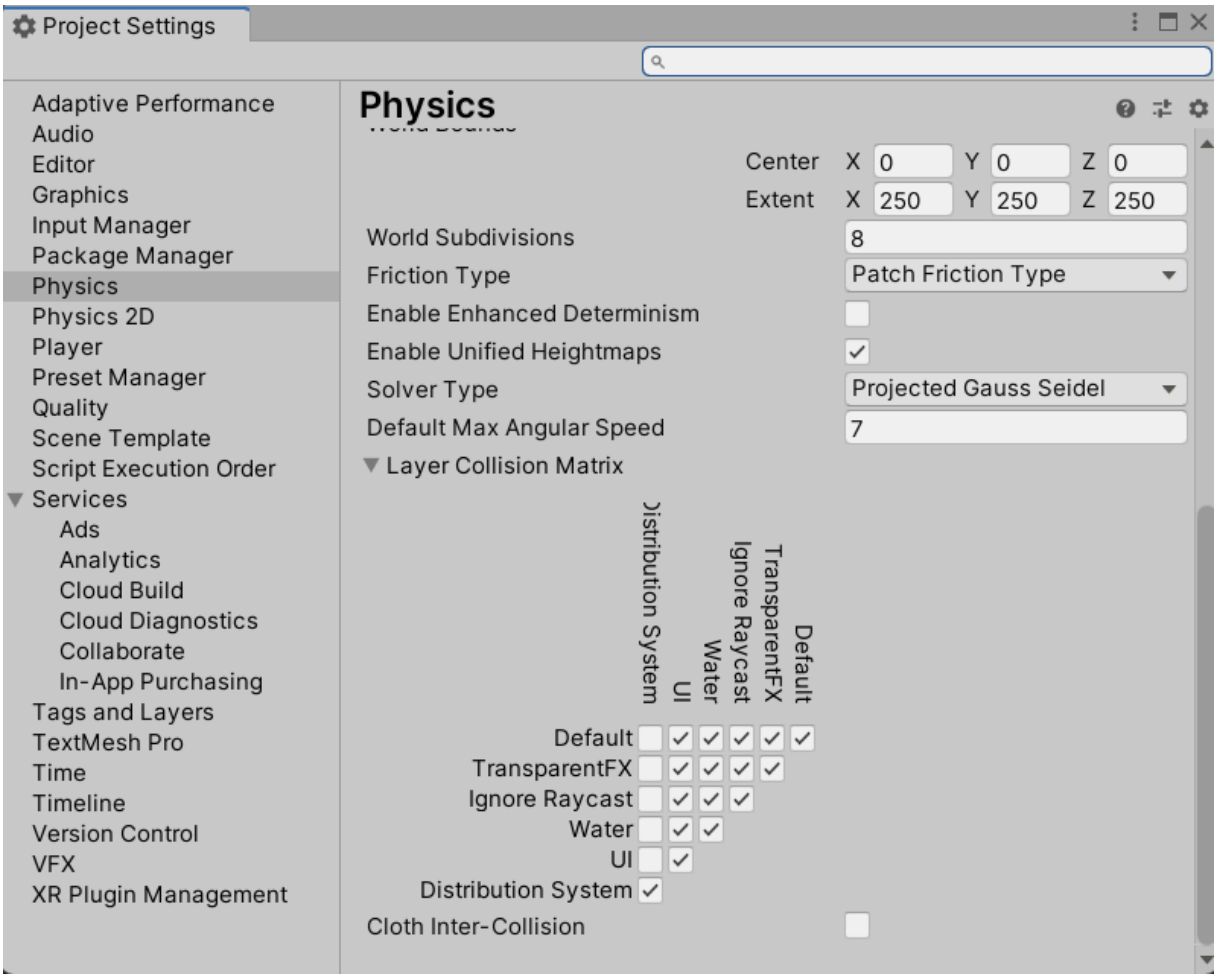
Preparation:

1. Extend layer matrix with new layers for the system
   In the end, the created layer should only be tested against itself.
   TIP: Place the layers in the last slot to get an easy-to-edit matrix.



2. Install the "Visual Effect Graph" package in the Package Manager for the particle effects

DONE!!

Example structure of an object:

- GameObject: Normal object to use the system
    - Distribute Receiver: Requires a Collider & Rigidbody(Kinetic) and must be in the extra layer.
        - Element Receiver: Only needs the script.
            - Element Properties: Properties without particle effect can be summarized, with particle effect in own empty.
    - Distribute Emitter: Requires a collider(trigger) and must be in the extra layer.
        - Element Effect: For particle effects, create an empty for the respective element

Special feature of the power grid:

The scripts "GridMember" and "GridConnector" need a graph name and get it from the object name 2 steps above them. The graph name must be enclosed with "_". See demo scene.

Version 1.0 currently only supports power for this system.

Add your own elements or skills

Elements

This only has to be added to the enum in the interface "IDistribute". Likewise, the class "ADistibuteReceiver" needs another event as well as triggers for this new element.

Abilities

Your script must inherit from the abstract class "AProperty" and can then add a listener to the desired events in the Awake().

Note: execute the base.awake() to initialize the parameters