

Documentation Part 2:

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5-Automatic features quick overview.

This page show you the features that are manage automatically in the asset.

Data System.

Create new Game, load game and save.

During the game:

save/Load puzzle, item, door, wardrobe, drawer, level, player, inventory, diary.

Global in game Settings.

Audio volume, graphics, quality, inputs (keyboard + mouse, Joystick, mobile)

Character.

Movement (mobile + desktop), footsteps.
Object detection and interaction (door, item, drawer, wardrobe, puzzle)
Reticule (keyboard, gamepad)

3D Viewer.



Inventory.



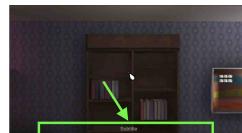
Diary.



UI Player feedback and input Helps



Subtitles



Loading screen



5.1 Prefabs: Ready To use

Ready to use doors are available in:

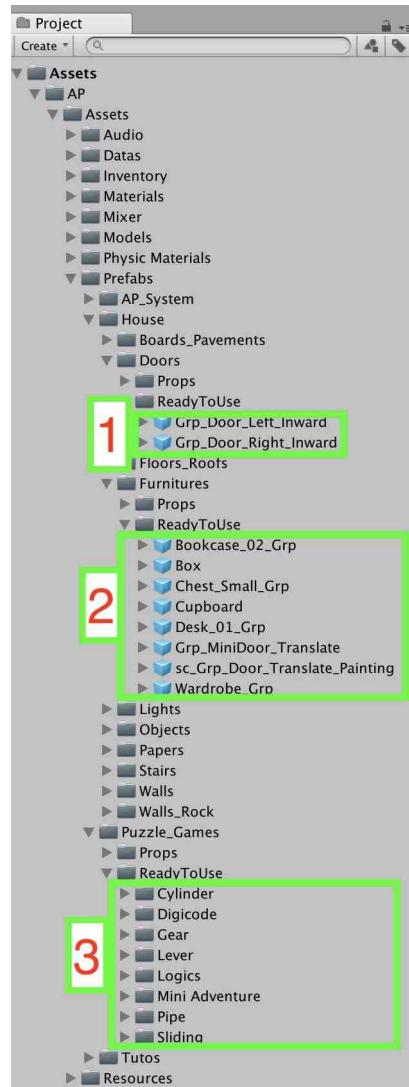
Project tab → Assets → Prefabs → House → Doors → ReadyToUse

Ready to use Furnitures are available in:

Project tab → Assets → Prefabs → House → Furnitures → ReadyToUse

Ready to use Puzzles are available in:

Project tab → Assets → Prefabs → Puzzle_Games → ReadyToUse



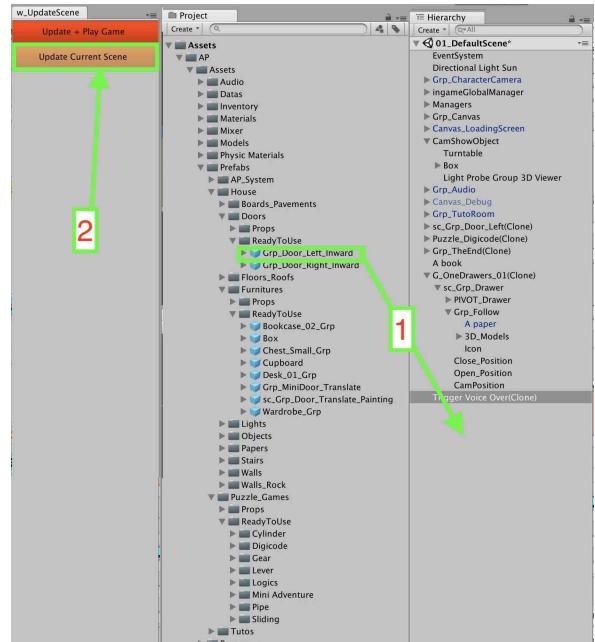
How to use a prefab:

-Drag and drop a **prefab** in the **Hierarchy** (spot 1)

-In window **w_UpdateScene**:

Tools → **AP** → **Object Creator** (*w_UpdateScene*)

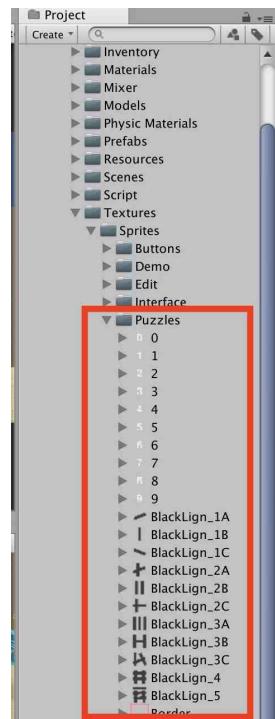
-Press button **Update Current Scene**



5.2 Sprites for puzzles: Ready to use

Ready to use Sprites are available in:

Project tab: Assets → AP → Assets → Prefabs →
Textures → Sprites → Puzzles



6-Puzzles (Step by step to create and customize each type of puzzle)

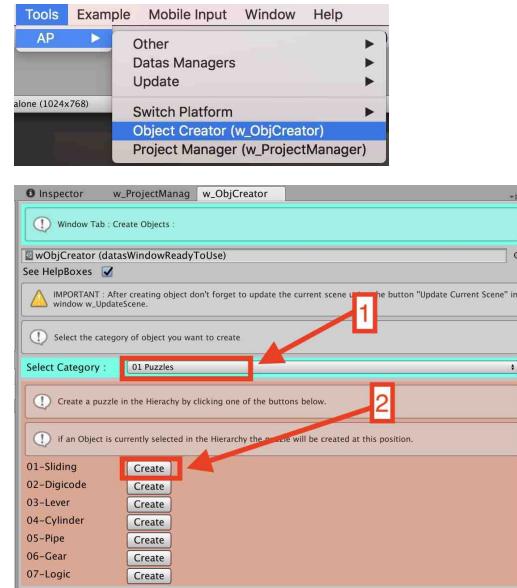
6.1.1 Puzzle: Sliding (Puzzle Creation)

Step 1: Create the Sliding puzzle module.

-If the window tab **w_ObjCreator** is not open go to:
Tools → AP → Object Creator (w_ObjectCreator)

-Select category: **01 Puzzles** (spot 1)

-Click on button **Create** next to **01-Sliding** (spot 2)



-In the window tab **w_UpdateScene** click on the button **Update Current Scene** (spot 1) to integrate the new puzzle to the save system.



-If the window tab **w_UpdateScene** is not open go to:

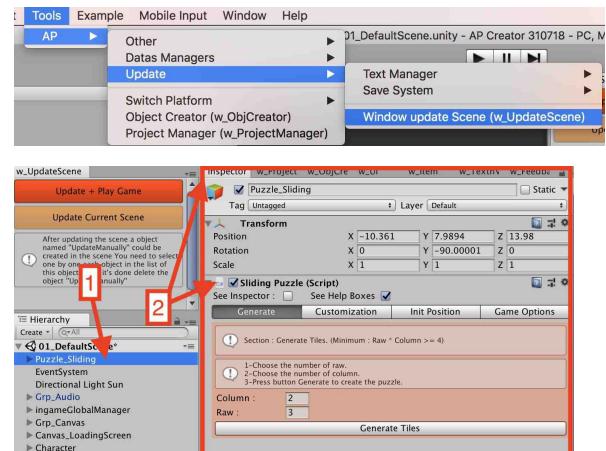
Tools → AP → Update → Window Update Scene
(**w_UpdateScene**)

Step 2: Section Generate

Info:

A puzzle with default parameters is created in the Hierarchy.
(Spot 1).

The puzzle parameters can be change in the Inspector view.
(spot 2)

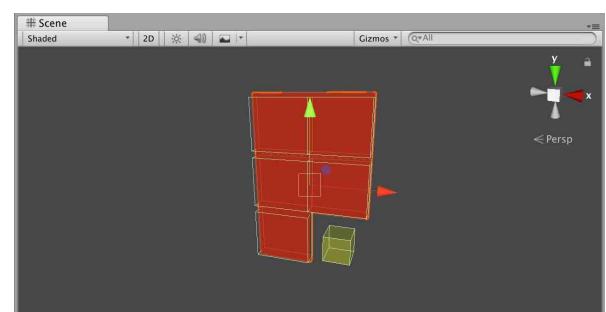


Important: To customize the puzzle we suggest you to look at the puzzle in the scene view
(spot 1).

Info:

To scale the puzzle:

- Select the entire group
- Scale the group



-Select the puzzle group in the Hierarchy.

Info: To facilitate the explanation, we propose values, but of course you can use the values of your choice.

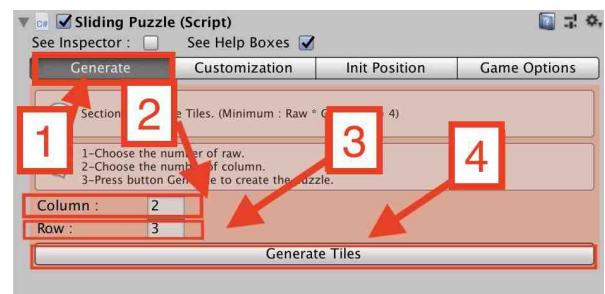
-Click on button tab **Generate** (spot 1)

-Set **Column** to **2** (spot 2)

-Set **Row** to **3** (spot 3)

-Click on button **Generate Tiles** to recreate the puzzle with the new parameters (spot 4).

Important: *Row * Column must be superior or equal to 4.*



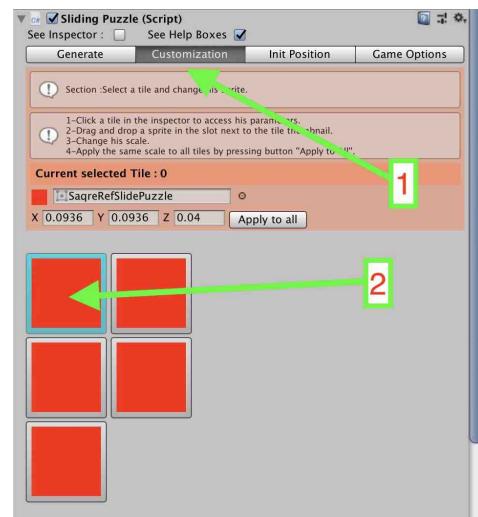
Step 3: Section Customization

This section allows to customize the sprite that can be find on each Tile by default.

-Click on tab **Customization** in the Inspector view (spot 1)

-Click on the tile that need to be customized. In the example we modify the first tile (spot 2).

Info: The selected sprite has blue corner

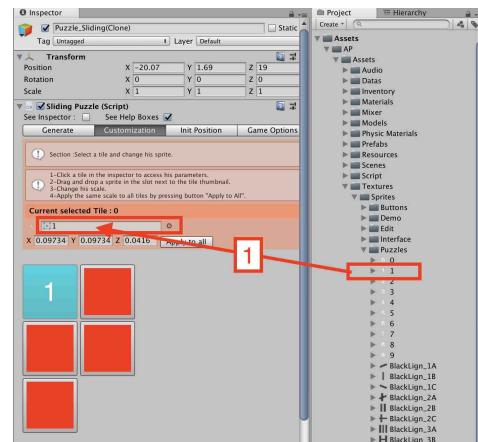


-Drag and drop a sprite from the project tab to the **sprite field** (spot 3)

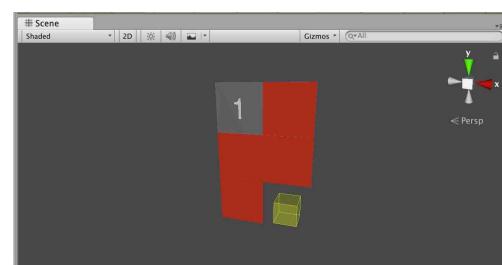
Project tab → Assets → AP → Assets → Textures → Sprites → Puzzles

Info: By default the sprite is a **256x256px**.

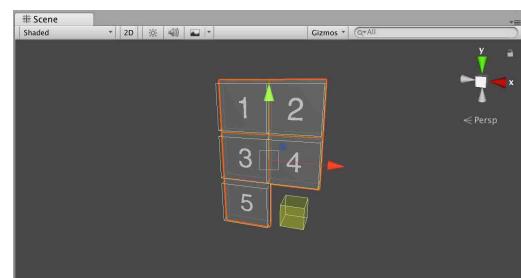
We suggest you to use the same size for your sprites but it is not obligatory.



Info: The Sprite is automatically changed in the scene view.



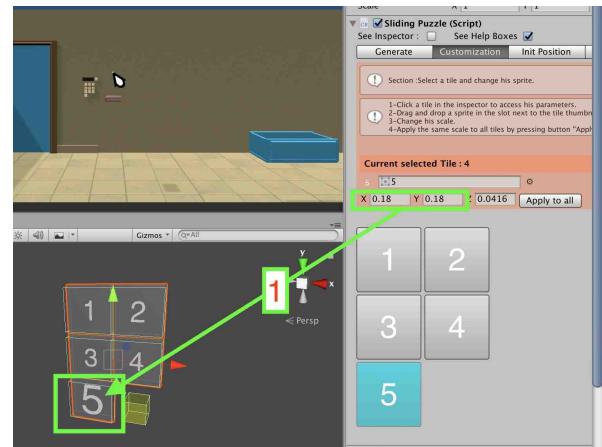
You can do the same for each sprite.



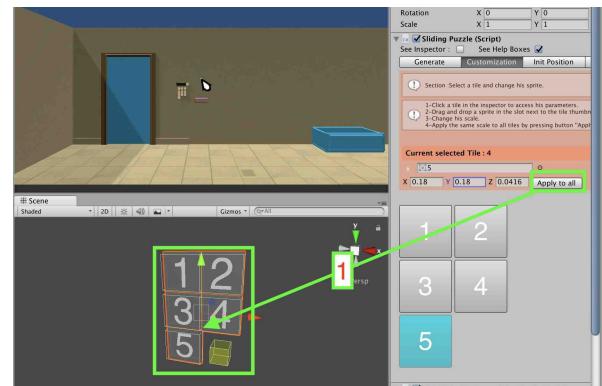
It is possible to change the scale of the selected tile (spot 1).

You see the modification directly in the scene view.

- Set scale X to 0.18
- Set scale Y to 0.18



-Apply this scale to each tile by clicking the button **Apply to all** (spot 1).



Step 4: Section Init Position

The section allows to choose the starting position of the puzzle.

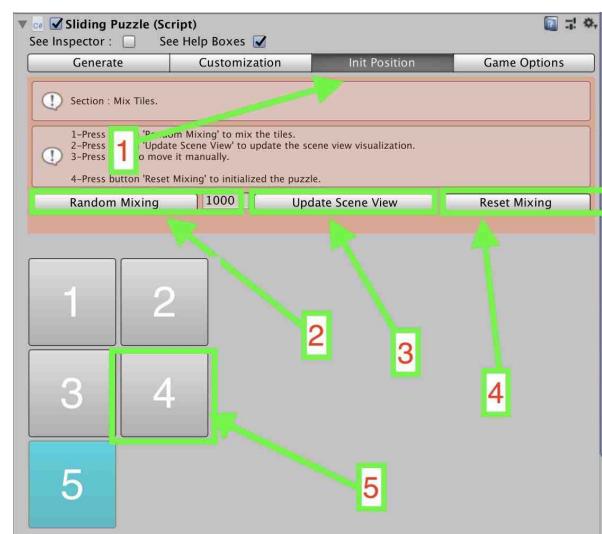
-Click on tab **Init Position** in the Inspector view (spot 1)

-Click on button **Random Mixing** to mix automatically the puzzle (spot 2).

-Click on button **Update Scene View** to update the visualization in the scene view (spot 3).

-Click on button **Reset Mix** to reset the puzzle mixing (spot 4).

-Click on a specific tile to manually move this tile (spot 5).



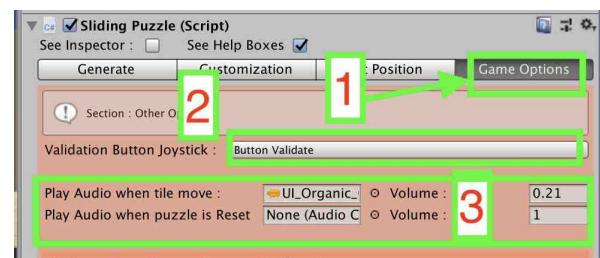
Step 5: Section Game Options

This section allows to setup some extra properties.

-Click on tab **Game Options** in the Inspector view (spot 1).

-Allows to choose a joystick button to validate an action in this puzzle (spot 2).

-Allows to choose Audio parameters (spot 3)



In the section **Action when the puzzle start the first** it is possible to:

-Allows to Drag and drop an object in field **Popup an Object** (spot 1)
[\(more info about how to setup popup Object\)](#)



-Allows to choose the popup speed (spot 2)

-Allows to display a feedback UI Text (spot 3):
(Check the box **Feedback text** and choose the text to display on screen using its **ID**)
[\(more info how to create and setup Feedback text\)](#)

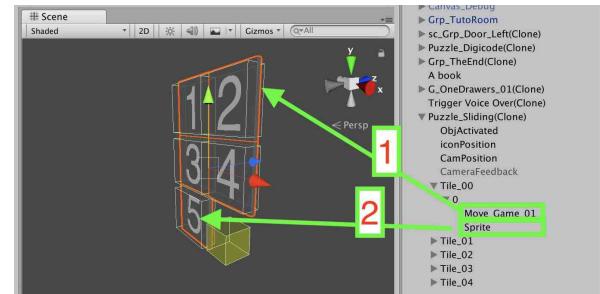
-Click on **Open Window tab : w_Feedback** to show all the feedback text available for the project.



6.1.2 Puzzle: Sliding (3D Models Customization)

If you want to replace the object **Move_Game** (spot 1):

-Deactivate object **Move_Game**.
-Add your 3D models in the same folder as **Move_Game**.



Important: If your new Object has a collider:
Delete the collider.

If you want to deactivate the object **Sprite** (spot 2):

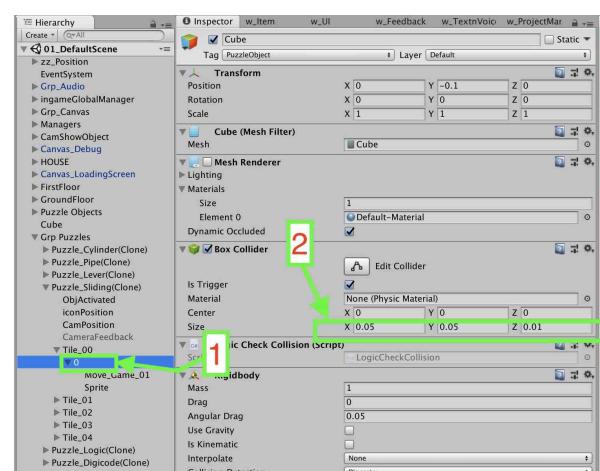
-Deactivate the object **Sprite** in the Hierarchy.

Collider:

Change the size of a Tile collider:

-Select the first child of the Tile (spot 1).

-In the Inspector change the scale of the box collider (spot 2).



6.2.1-Puzzle: Digicode (Puzzle Creation)

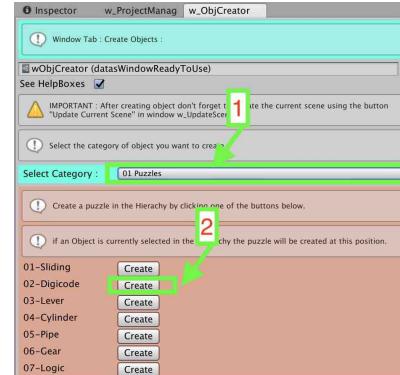
Step 1: Create the Digicode puzzle module.

-If the window tab **w_ObjCreator** is not open go to:
Tools → AP → Object Creator (w_ObjectCreator)



-Select category: **01 Puzzles** (spot 1)

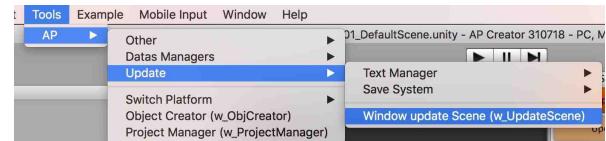
-Click on button **Create** next to **02-Digicode** (spot 2)



-In the window tab **w_UpdateScene** click on the button **Update Current Scene** (spot 1) to integrate the new puzzle to the save system.



-If the window tab **w_UpdateScene** is not open go to:
Tools → AP → Update → Window Update Scene (w_UpdateScene)

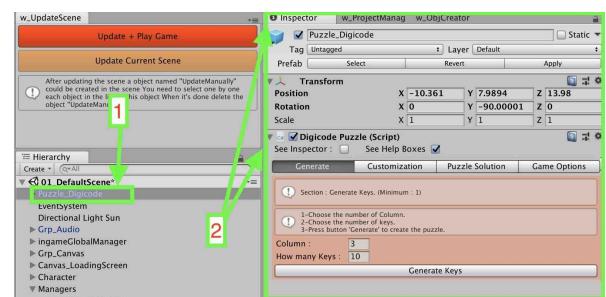


Step 2: Section Generate

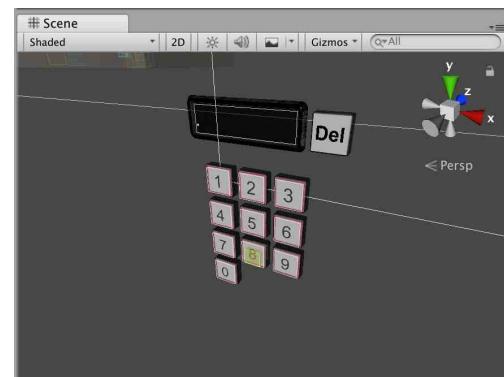
Info:

A puzzle with default parameters is created in the Hierarchy.
(Spot 1).

The puzzle parameters can be change in the Inspector view.
(spot 2)



Important: To customize the puzzle we suggest you to look at the puzzle in the scene view (spot 1).



Info:

To scale the puzzle:

- Select the entire group
- Scale the group

-Select the puzzle group in the **Hierarchy**.

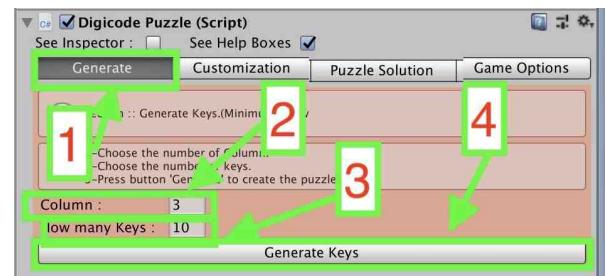
Info: To facilitate the explanation, we propose values, but of course you can use the values of your choice.

-Click on tab **Generate** in the Inspector tab (spot 1)

-Set **Column** to **3** (spot 2)

-Set **how many keys** to **10** (spot 3)

-Click on button **Generate Keys** to recreate the puzzle with the new parameters (spot 4).



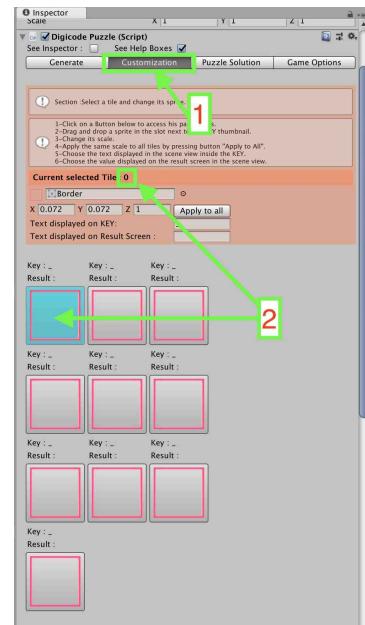
Step 3: Section Customization

This section allows to customize the sprite that can be find on each key by default.

-Click on tab **Customization** in the Inspector view (spot 1)

-Click on the key that need to be customized. In the example we modify the first tile (spot 2).

Info: The selected sprite is blue.

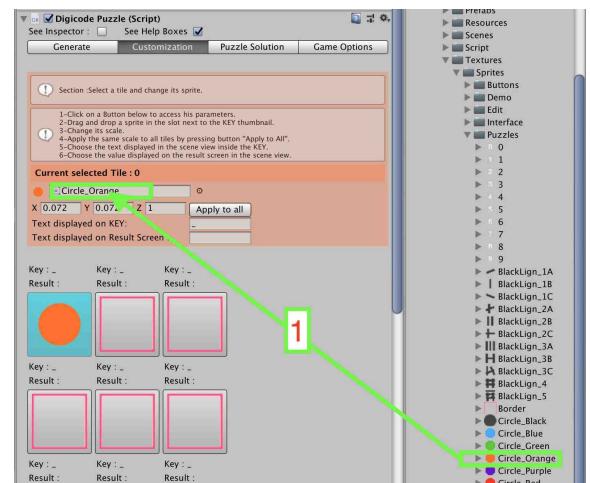


-Drag and drop a sprite from the **project tab** to the **sprite field** (spot 1)

Project tab → Assets → AP → Assets → Textures → Sprites → Puzzles

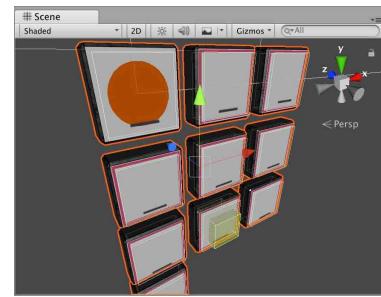
Info: By default the sprite is a 256x256px.

We suggest you to use the same size for your sprites but it is not obligatory.



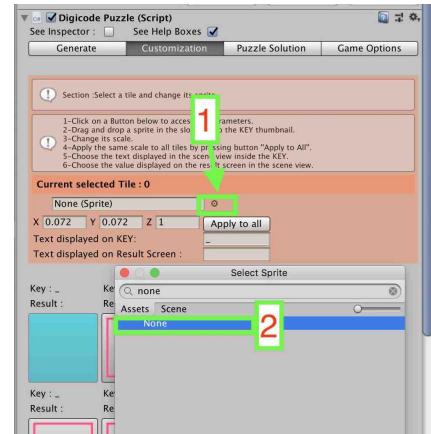
Info: The Sprite is automatically changed in the scene view.

You could do the same for each sprite.



If you don't want any sprite on a specific key:

- Click on the **small circle** (spot 1)
- Select **none** in the sprite field (spot 2).

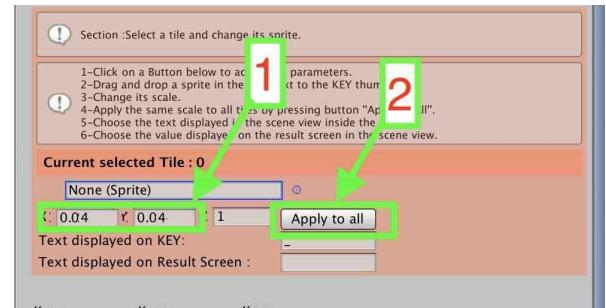


-It is possible to change the scale of the sprite (spot 1).

You see the modification directly in the scene view.

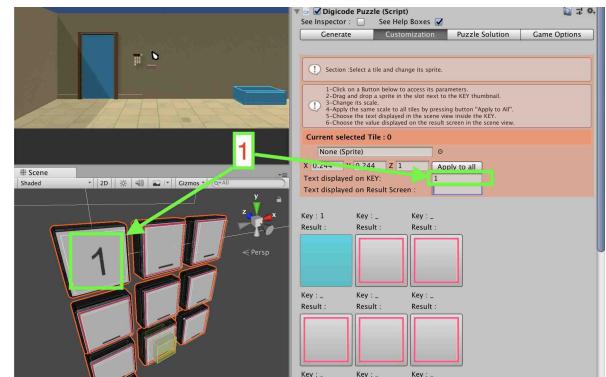
- Set scale **X** to **0.04**
- Set scale **Y** to **0.04**

-Apply this scale to each key by clicking the button **Apply to all** (spot 2).



Text Display on Key allows to choose the character(s) displayed inside selected Key (spot 1).

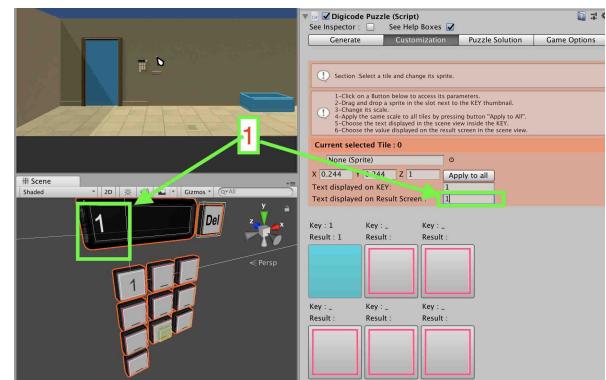
-Set **Text Display on Key** to **1**.



Text Display on Result screen allows to choose the character(s) displayed inside the result screen (spot 1).

-Set **Text Display on Result screen** to **1**.

In this example when the player press on 1, the result screen display 1.



Other example:

- Set Text Display on Key to A.

Now when the player press on A, the result screen display 1.

Step 4: Section Puzzle Solution

This section allows to set the solution of the puzzle.

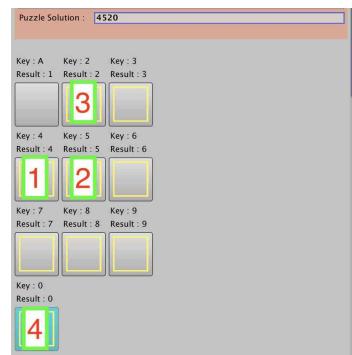
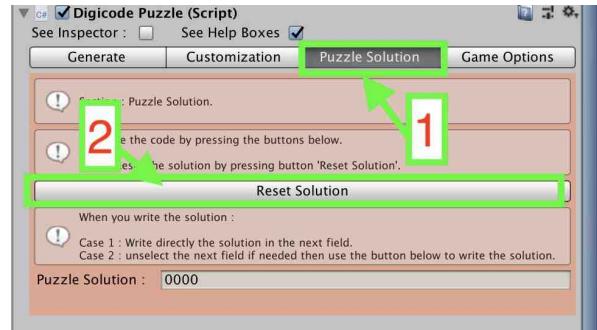
- Click on tab **Puzzle Solution** in the **Inspector** view (spot 1)

- Click on **Reset Solution** to create an empty solution

- Generate the puzzle solution by clicking on keys to create the puzzle code.

For example if the result needs to be: 4520

- Click on button 4 (spot 1)
- Click on button 5 (spot 2)
- Click on button 2 (spot 3)
- Click on button 0 (spot 4)



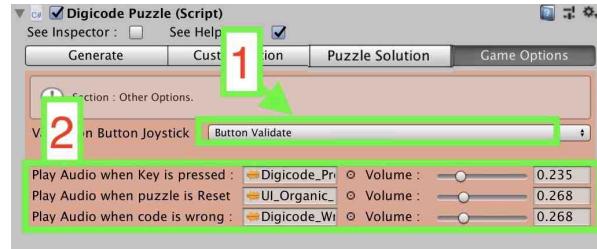
Step 5: Section Game Options

This section allows to setup some extra properties.

- Click on tab **Game Options** in the **Inspector** view.

- Allows to choose a joystick button to validate an action in this puzzle (spot 1).

- Allows to choose Audio parameters (spot 2)



In the section **Action when the puzzle start the first time** it is possible to:

- Allows to Drag and drop an object in field **PopUp an Object** (spot 1)

([more info about how to setup popup Object](#))

- Allows to choose the popup speed (spot 2)

- Allows to display a feedback UI Text (spot 3):
(Check the box **Feedback text** and choose the text to display on screen using its **ID**)
([more info how to create and setup Feedback text](#))

-Click on **Open Window tab : w_Feedback** to show all the feedback text available for the project.

6.2.2-Puzzle: Digicode (3D Models Customization)

If you want to replace the object **Code_LCD** (spot 1):

- Deactivate object **Code_LCD** in the Hierarchy.
- Add your 3D models in the same folder as **Code_LCD**.

If you want to replace the object **Code_Button** (spot 2):

- Deactivate object **Code_Button** in the Hierarchy.
- Add your 3D models in the same folder as **Code_Button**.

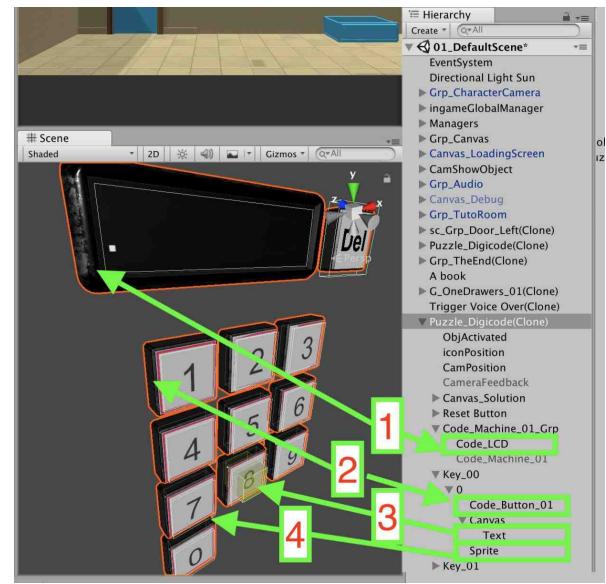
Important: If your new Object has a collider:
Delete the collider.

If you want to deactivate the object **Text** (spot 3):

- Deactivate the object **Text** in the Hierarchy.

If you want to deactivate the object **Sprite** (spot 4):

- Deactivate the object **Sprite** in the Hierarchy.

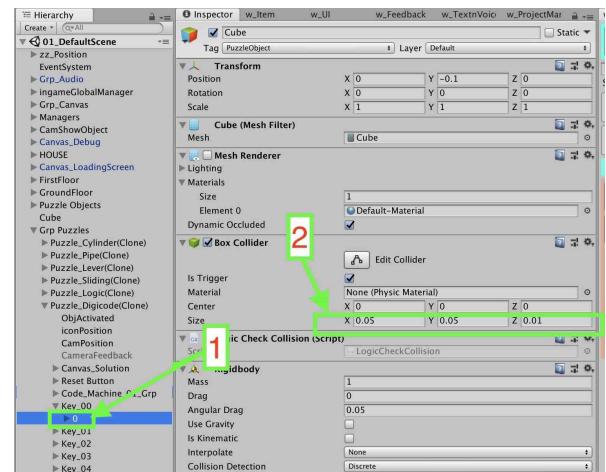


Collider:

Change the size of a Key collider:

-Select the first child of the Key (spot 1).

-In the inspector change the scale of the box collider (spot 2).



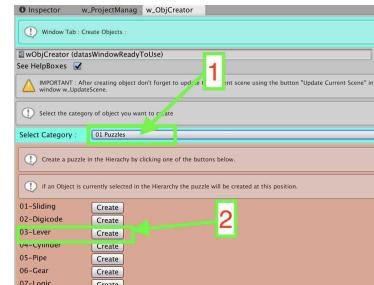
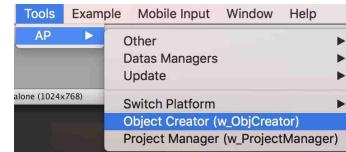
6.3.1-Puzzle: Lever (Puzzle Creation)

Step 1: Create the Lever puzzle module.

-If the window tab **w_ObjCreator** is not open go to:
Tools → AP → Object Creator (w_ObjectCreator)

-Select category: **01 Puzzles** (spot 1)

-Click on button **Create** next to **03-Lever** (spot 2)

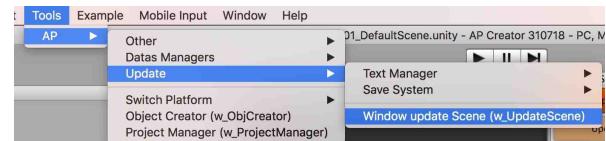


-In the window tab **w_UpdateScene** click on the button **Update Current Scene** (spot 1) to integrate the new puzzle to the save system.



-If the window tab **w_UpdateScene** is not open go to:

Tools → AP → Update → Window Update Scene (w_UpdateScene)

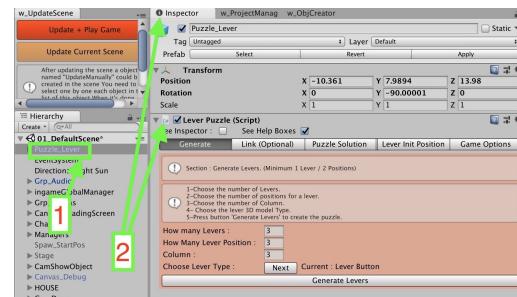


Step 2: Section Generate

Info:

A puzzle with default parameters is created in the Hierarchy. (Spot 1).

The puzzle parameters can be change in the Inspector view. (spot 2)



Important: To customize the puzzle we suggest you to look at the puzzle in the scene view (spot 1).

Info:

To scale the puzzle:

- Select the entire group
- Scale the group



-Select the puzzle group in the Hierarchy.

Info: To facilitate the explanation, we propose values, but of course you can use the values of your choice

-Click on tab Generate in the Inspector tab (spot 1)

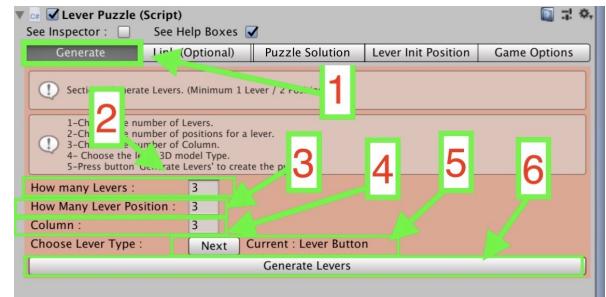
-Set How many Lever to 3 (spot 2)

-Set How many lever position to 3 (spot 3)

-Set Column to 3 (spot 4)

-Set Choose Lever type to Current : Lever Button
the 3D model use when levers are created (spot 5)

-Click on button Generate Levers to create the puzzle (spot 6).



Step 3: Section Link (Optional)

This section allows to move multiple levers at the same time.

IMPORTANT: This section is optional.

If you want to use the link you have to do it before setup the **Puzzle Solution**.

How link works:

The position of the lever as well as the one linked to it moves together.

Info: In the next example 3 levers are used.

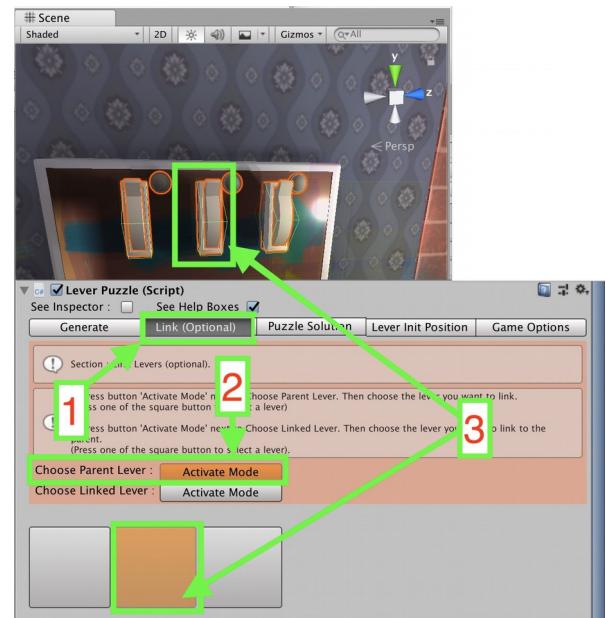
When the 2nd lever is pressed, the 3rd lever move too.

-Click on tab Link (Optional) in the Inspector (spot 1)

-Press button Activate Mode (on the right of Choose Parent Lever) (spot 2).

-Press the 2nd square button that represents the 2nd Lever (spot 3).

The button become Orange

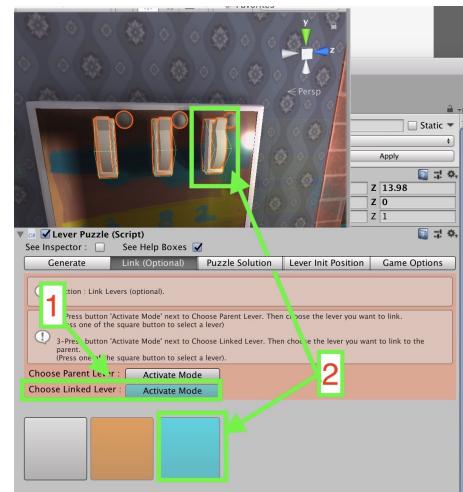


-Press button **Activate Mode** (on the right of **Choose Linked Lever**) (spot 1).

-Press the 3rd square button that represents the 3rd Lever (spot 2).

The button become blue

Info: Now when the 2nd lever is pressed the third lever move too.
But when the 3rd lever is pressed the 2nd lever doesn't move.



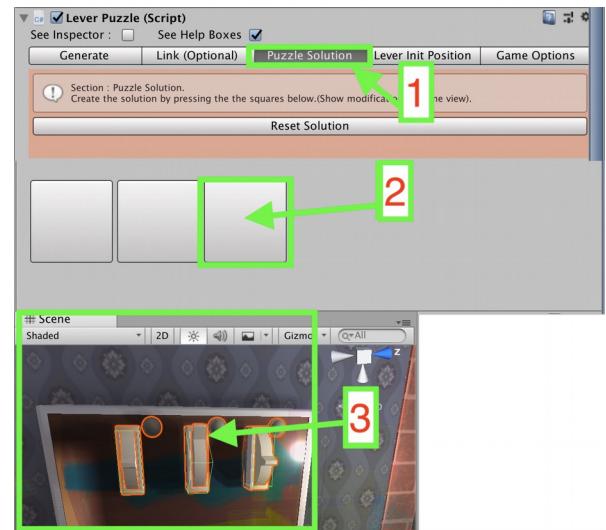
Step 4: Puzzle Solution

This section allows to create the puzzle solution.

-Click on tab **Puzzle Solution** in the **Inspector** view (spot 1)

-Press **square button** that represents Levers to move them in the scene view (spot2).

You show the puzzle solution in the scene view (spot 3)



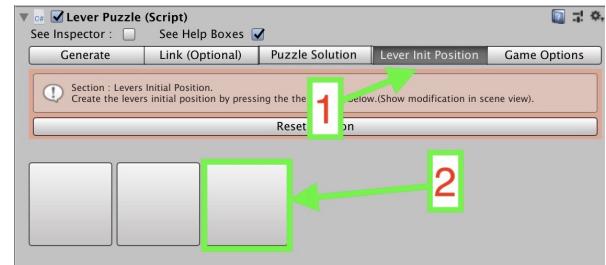
Step 5: Lever Init Position

The section allows to choose the starting position of the puzzle.

-Click on tab **Lever Init Position** in the **Inspector** view (spot 1)

-Press square button that represents Levers to move them in the scene view (spot 2).

You show the puzzle solution in the scene view.



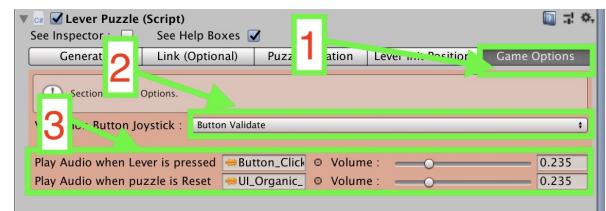
Step 6: Section Game Options

This section allows to setup some extra properties.

-Click on tab **Game Options** in the **Inspector** view (spot 1).

-Choose from the list the joystick button needed to validate an action in this puzzle (spot 2).

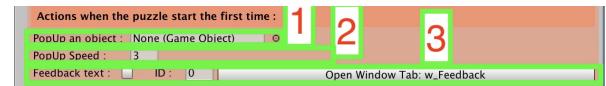
-Choose a sound and its volume when a tile is moved in-game (spot 3).



In the section **Action when the puzzle start the first** it is possible to:

-Allows to drag and drop an object in field **Popup an Object** (spot 1)

[\(more info about how to setup popup Object\)](#)



-Allows to choose the popup speed (spot 2)

-Allows to display a feedback UI Text (spot 3):

(Check the box **Feedback text** and choose the text to display on screen using its **ID**)

[\(more info how to create and setup Feedback text\)](#)

-Click on **Open Window tab : w_Feedback** to show all the feedback text available for the project.

6.3.2-Puzzle: Lever (3D Models Customization)

If you want to deactivate the object **Grp_LightObj** (spot 1):

-Deactivate the object **Grp_LightObj** in the Hierarchy.

If you want to replace the object **Lever_Btn_Base** (spot 2):

-Deactivate object **Lever_Btn_Base** in the Hierarchy.

-Add your 3D models in the same folder as **Lever_Btn_Base**.

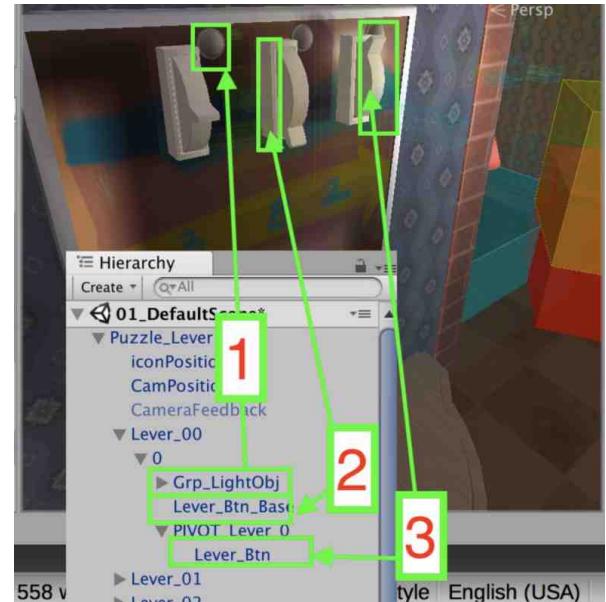
Important: If your new Object has a collider: Delete the collider.

If you want to replace the object **Lever_Btn** (spot 3):

-Deactivate object **Lever_Btn** in the Hierarchy.

-Add your 3D models in the same folder as **Lever_Btn**.

Important: If your new Object has a collider: Delete the collider.

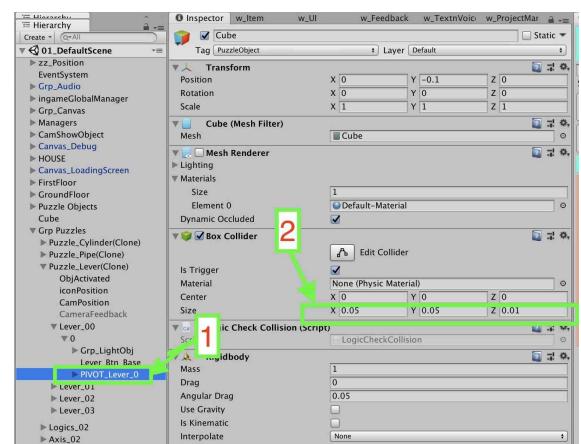


Collider:

Change the size of a Lever collider:

-Select inside the lever the object named **PIVOT_Lever_** (spot 1).

-In the inspector change the scale of the box collider (spot 2).



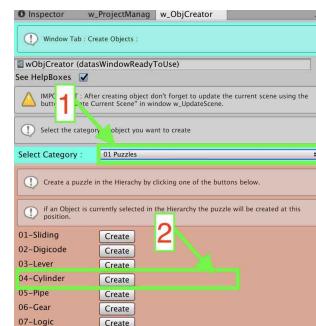
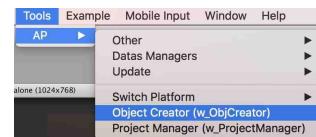
6.4.1-Puzzle: Cylinder (Puzzle Creation)

Step 1: Create the Cylinder/Circle puzzle module.

-If the window tab **w_ObjCreator** is not open go to:
Tools → AP → Object Creator (w_ObjectCreator)

-Select category: **01 Puzzles** (spot 1)

-Click on button **Create** next to **04-Cylinder** (spot 2)

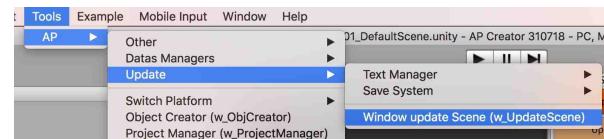


-In the window tab **w_UpdateScene** click on the button **Update Current Scene** (spot 1) to integrate the new puzzle to the save system.



-If the window tab **w_UpdateScene** is not open go to:

Tools → AP → Update → Window Update Scene (w_UpdateScene)

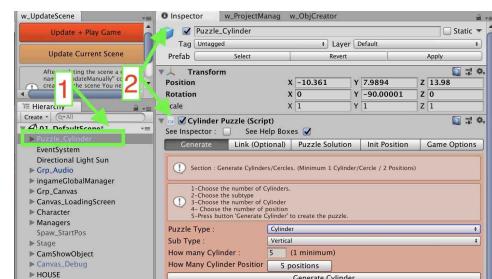


Step 2: Section Generate

Info:

A puzzle with default parameters is created in the Hierarchy. (Spot 1).

The puzzle parameters can be change in the Inspector view. (spot 2)

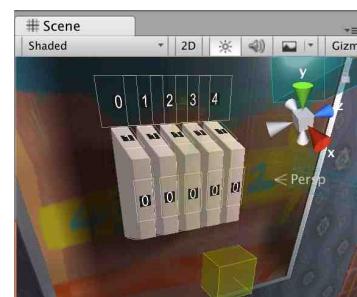


Important: To customize the puzzle we suggest you to look at the puzzle in the scene view (spot 1).

Info:

To scale the puzzle:

- Select the entire group
- Scale the group



-Select the puzzle group in the **Hierarchy**.

Info: To facilitate the explanation, we propose values, but of course you can use the values of your choice.

-Click on tab **Generate** in the Inspector tab (spot 1)

-Set puzzle **Type** to **Cylinder** (spot 2)

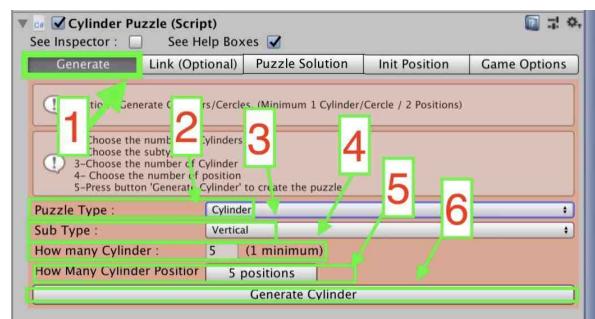
-Set sub **Type** to **Vertical** (spot 3)

-Set **How Many cylinder** to **5** (spot 4)

-Set **How many Cylinder Position** to **5 positions**

(spot 5) **Info:** Choose a number that give an integer when it is divided by 360. For example do not choose 7 because $360/7$ gives a float value.

-Click on button **Generate Cylinder/Circles** to create the puzzle (spot 6).



Step 3: Section Link (Optional)

This section allows to move multiple levers at the same time.

IMPORTANT: This section is optional.

If you want to use the link you have to do it before setup the **Puzzle Solution**.

How link works:

The position of the cylinder as well as the one linked to it moves together.

Info: In this example 5 cylinder are used.

When the 2nd Cylinder is pressed, the 3rd Cylinder move too.

-Click on tab **Link (Optional)** in the Inspector view (spot 1)

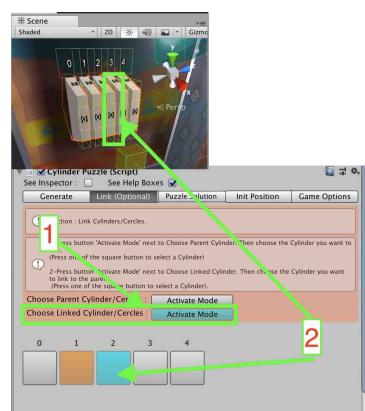
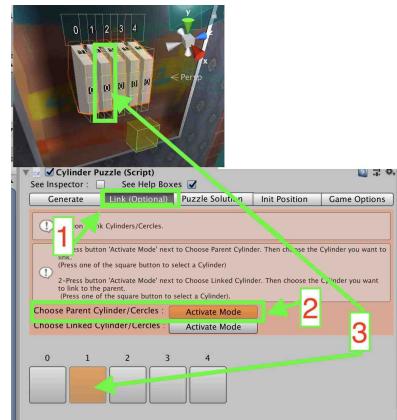
-Press button **Activate Mode** (on the right of **Choose Parent Cylinder/Circle**) (spot 2).

-Press the 2nd square button that represents the 2nd Cylinder (spot 3).

The button become Orange

-Press button **Activate Mode** (on the right of **Choose Linked Cylinder/Circle**) (spot 1).

-Press the 3rd square button that represents the 3rd Cylinder (spot 2). The button become blue



Info: Now when the 2nd Cylinder is pressed the third Cylinder move too.

But when the 3rd Cylinder is pressed the 2nd Cylinder doesn't move.

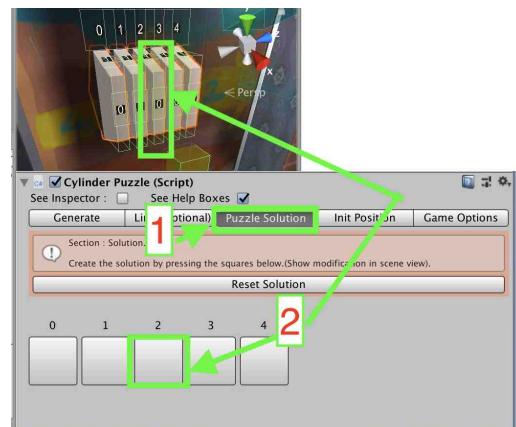
Step 4: Puzzle Solution

This section allows to create the puzzle solution.

-Click on tab **Puzzle Solution** in the Inspector (spot 1)

-Press square button that represents Cylinder/Circle to move them in the scene view (spot1).

Info: You show the puzzle solution in the scene view (spot 2)



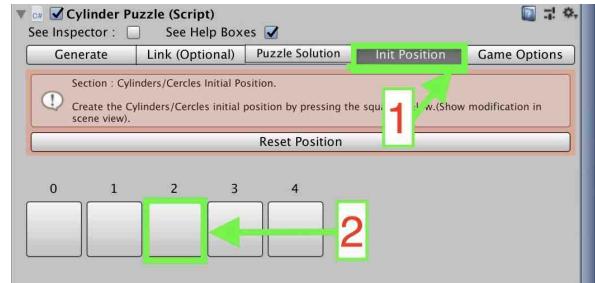
Step 5: Init Position

The section allows to choose the starting position of the puzzle.

-Click on tab **Init Position** in the Inspector (spot 1)

-Press square button that represents Cylinder/Circle to move them in the scene view (spot1).

Info: You show the puzzle solution in the scene view.



Step 6: Section Game Options

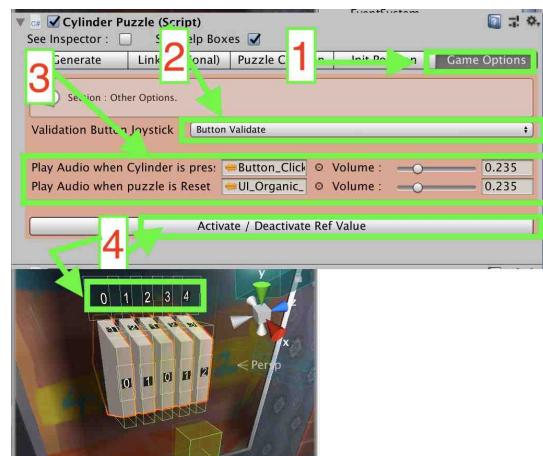
This section allows to setup some extra properties.

-Click on tab **Game Options** in the Inspector (spot 1).

-Allows to choose a joystick button to validate an action in this puzzle (spot 2).

-Allows to choose Audio parameters (spot 3)

-Allows to deactivate/Activate the values in front of the Cylinders/Circles (spot 4).



In the section **Action when the puzzle start the first time** it is possible to:

-Allows to drag and drop an object in field **Popup an Object** (spot 1)

(more info about how to setup popup Object)

-Allows to choose the popup speed (spot 2)

-Allows to display a feedback UI Text (spot 3):
(Check the box **Feedback text** and choose the text to display on screen using its **ID**)

(more info how to create and setup Feedback text)



-Click on **Open Window tab : w_Feedback** to show all the feedback text available for the project.

6.4.2-Puzzle: Cylinder (3D Models Customization)

Info: For this puzzle, we find easier to select Sprites and Texts directly in the Scene View.
So for this puzzle select the sprite or the text you want to modify and change it using the Inspector.

Case 1: Cylinder

For each cylinder:

If you want to replace the object **Code_Cylinder_5xFaces** (spot 1):
-Deactivate object **Code_Cylinder_5xFaces** in the Hierarchy.

-Add your 3D models in the same folder as **Code_Cylinder_5xFaces**.

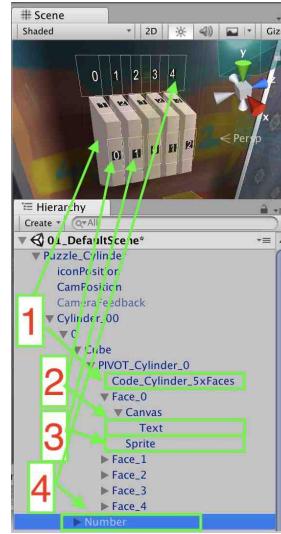
Important: If your new Object has a collider:
Delete the collider.

If you want to deactivate the object **Text** (spot 2):
-Deactivate the object **Text** in the Hierarchy.

If you want to deactivate the object **Sprite** (spot 3):
-Deactivate the object **Sprite** in the Hierarchy.

(Text and Sprite can be deactivated in each object named **Face_0 1 2**)

If you want to deactivate the object **Number** (spot 4):
-Deactivate the object **Number** in the Hierarchy.



Case 2: Circle

For each circle:

If you want to replace the object **Code_Cylinder_** (spot 1):
-Deactivate object **Code_Cylinder_** in the Hierarchy.

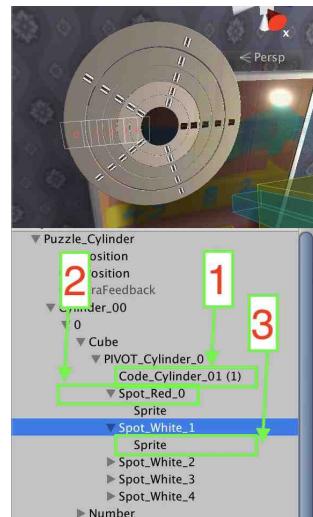
-Add your 3D models in the same folder as **Code_Cylinder_**.

Important: If your new Object has a collider:
Delete the collider.

If you want to deactivate the object **Text** (spot 2):
-Deactivate the object **Text** in the Hierarchy.

If you want to deactivate or modify each object named **Sprite_** (spot 3):
-Deactivate the object named **Sprite_** in the Hierarchy.

If you want to deactivate the object **Number** (spot 4):
-Deactivate the object **Number** in the Hierarchy.

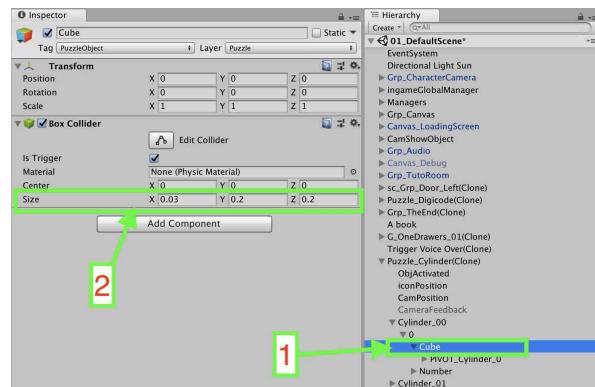


Collider:

1-If you want to change the size of the Cylinder collider:

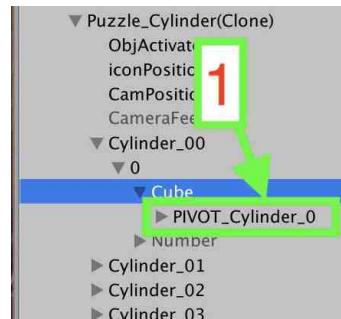
-Select **Cube** (spot 1).

-Change the scale of the object (spot 2).

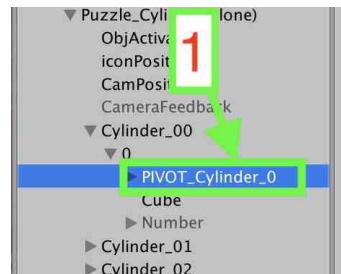


2-If you want to change the size of the Circle collider:

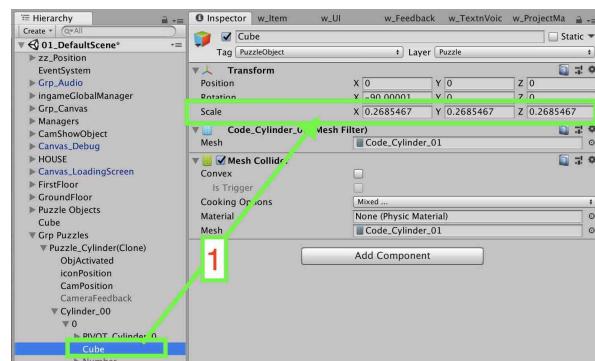
-Select **PIVOT_Cylinder_0** in the Cylinder (spot 1).



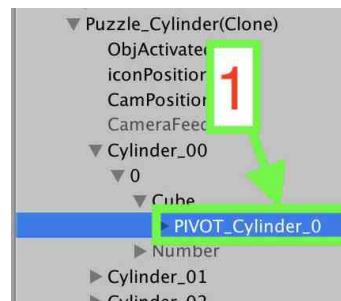
-Move **PIVOT_Cylinder_0** outside the object **Cube** (spot 1).



-Select **Cube** and change the scale of the object.



-Select and Move **PIVOT_Cylinder_0** inside the object **Cube** (spot 1).



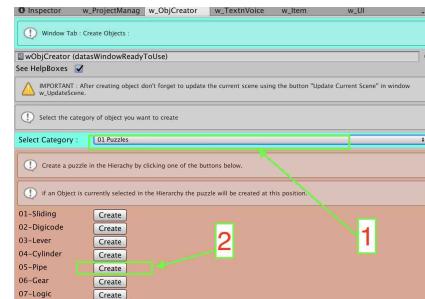
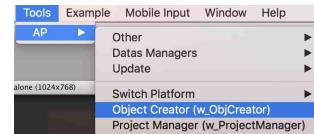
6.5.1-Puzzle: Pipe (Puzzle Creation)

Step 1: Create the Pipe puzzle module.

-If the window tab **w_ObjCreator** is not open go to:
Tools → AP → Object Creator (w_ObjectCreator)

-Select category **01 Puzzles** (spot 1)

-Click on button **Create** next to **05-Pipe** (spot 2)

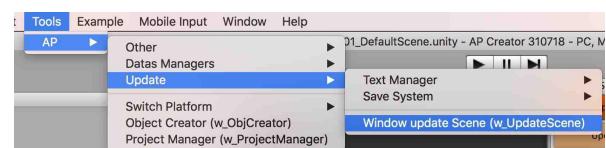


-In the window tab **w_UpdateScene** click on the button **Update Current Scene** (spot 1) to integrate the new puzzle to the save system.



-If the window tab **w_UpdateScene** is not open go to:

Tools → AP → Update → Window Update Scene (w_UpdateScene)

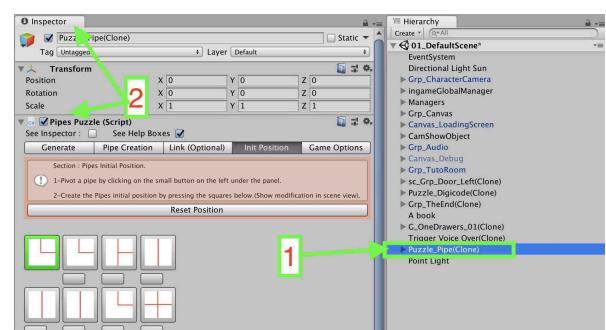


Step 2: Section Generate

Info:

A puzzle with default parameters is created in the Hierarchy. (Spot 1).

The puzzle parameters can be change in the Inspector view. (spot 2)

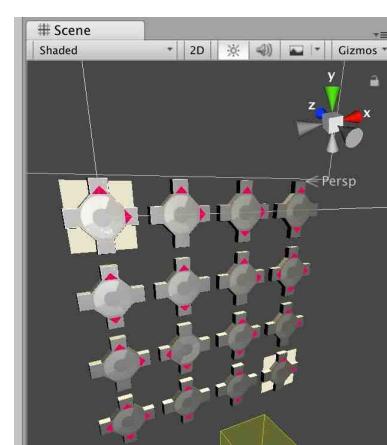


Important: To customize the puzzle we suggest you to look at the puzzle in the scene view (spot 1).

Info:

To scale the puzzle:

- Select the entire group
- Scale the group



-Select the puzzle group in the **Hierarchy**.

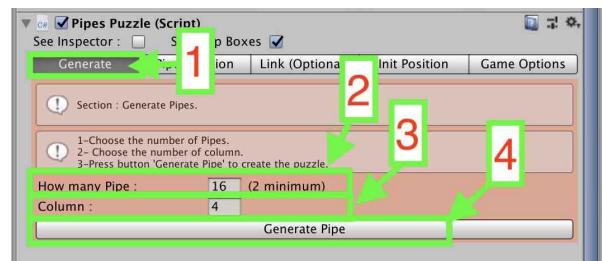
Info: To facilitate the explanation, we propose values, but of course you can use the values of your choice.

-Click on tab **Generate** in the Inspector tab (spot 1)

-Set **How many pipe** to **16** (spot 2)

-Set **How many Column** to **4** (spot 3)

-Click on button **Generate Pipe** to recreate the puzzle with the new parameters (spot 4).

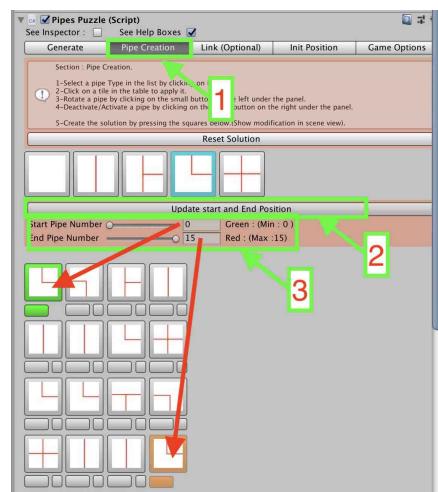


Step 3: Pipe Creation

-Click on tab **Pipe Creation** in the Inspector view (spot 1)

-Click button **Update start and end Position** to initialize the position where the puzzle starts and finish (spot 2).

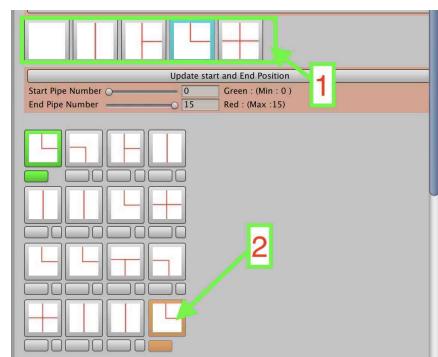
-You can change the **start** and **end** position by moving sliders (spot 3)



-Select a pipe type by clicking one of the five buttons (No pipe, Vertical, T, Elbow or Cross) (spot 1).

-To apply this pipe type clicks on the square button that represents the pipe you want to modify (spot 2)

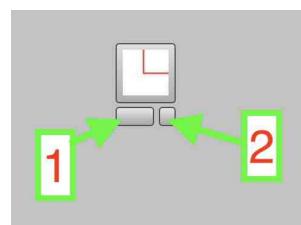
Do the same for each Pipe.



Info: The next action is not necessary but it helps visualize the puzzle solution.

-You can rotate each pipe by pressing the bottom left button (spot1)

-You can activate or deactivate each pipe in the scene view by pressing the bottom right button (spot 2)



Step 4: Section Link (Optional)

This section allows to move multiple Pipes at the same time.
Useful to create complex puzzle.

How link works:

The position of the cylinder as well as the one linked to it moves together.

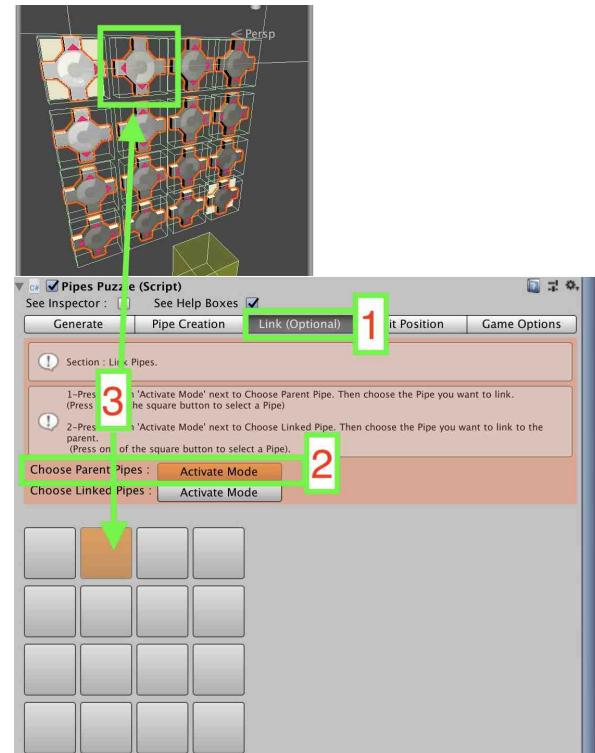
Info: In this example, when the 2nd pipe is pressed, the 3rd pipe move too.

-Click on tab **Link (Optional)** in the Inspector view (spot 1)

-Press button **Activate Mode** (on the right of **Choose Parent pipe**) (spot 2).

-Press the 2nd square button that represents the 2nd pipe (spot 3).

The button become Orange

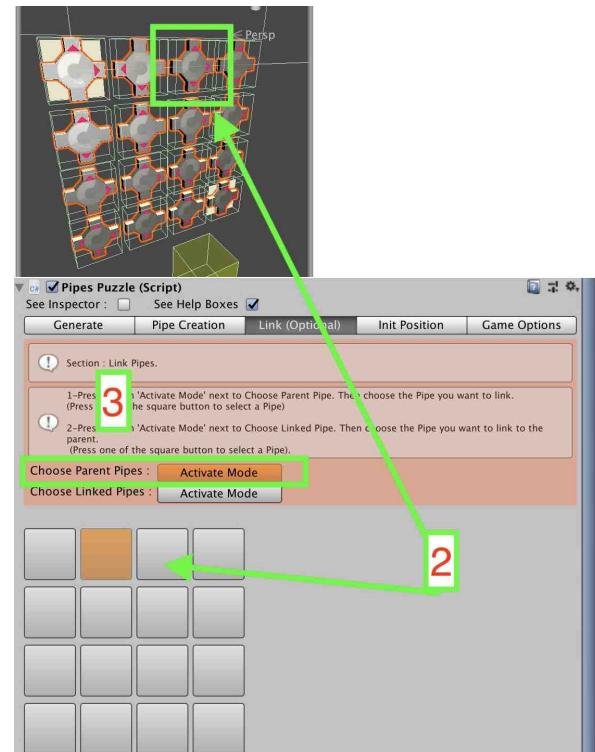


-Press button **Activate Mode** (on the right of **Choose Linked Pipes**) (spot 1).

-Press the 3rd square button that represents the 3rd pipe (spot 2). The button become blue

Info: Now when the 2nd Pipe is pressed the third Pipe move too.

But when the 3rd Pipe is pressed the 2nd Pipe doesn't move.



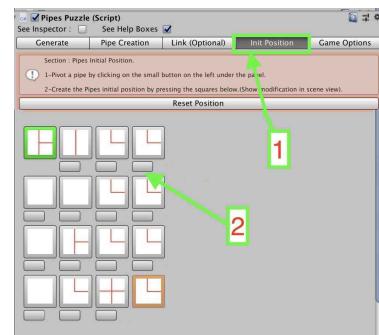
Step 5: Init Position

This section allows to create the initial puzzle position.

-Click on tab **Init Position** in the **Inspector** view (spot 1)

-You can rotate each pipe by pressing the **bottom left button** (spot 2)

You show the puzzle solution in the scene view.



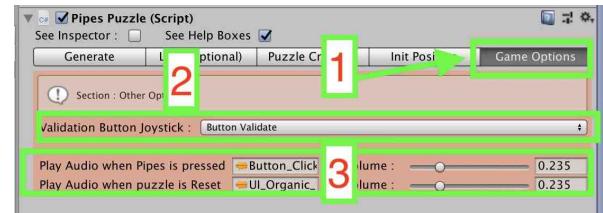
Step 6: Section Game Options

This section allows to setup some extra properties.

-Click on tab **Game Options** in the **Inspector** view (spot 1).

-Allows to choose a joystick button to validate an action in this puzzle (spot 2).

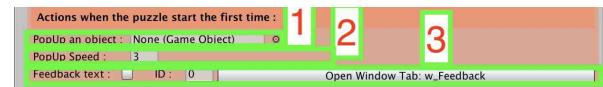
-Allows to choose Audio parameters (spot 3)



In the section **Action when the puzzle start the first** it is possible to:

-Allows to drag and drop an object in field **Popup an Object** (spot 1)

[\(more info about how to setup popup Object\)](#)

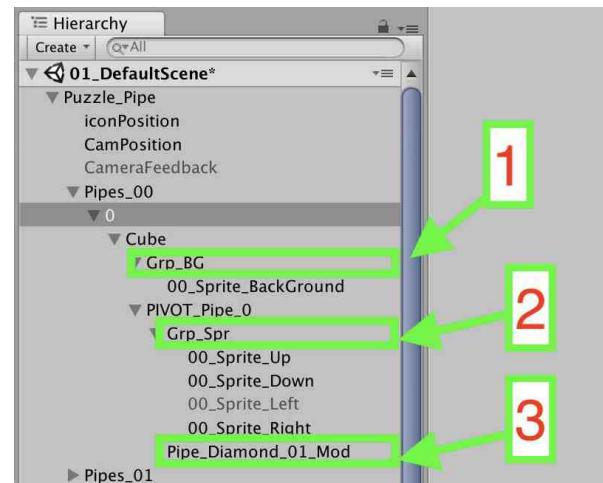


-Allows to choose the popup speed (spot 2)

-Allows to display a feedback UI Text (spot 3):
(Check the box **Feedback text** and choose the text to display on screen using its **ID**)

[\(more info how to create and setup Feedback text\)](#)

-Click on **Open Window tab : w_Feedback** to show all the feedback text available for the project.



6.5.2-Puzzle: Pipe (3D Models Customization)

Info: For this puzzle, we find easier to select Sprites directly in the Scene View. So for this puzzle select the sprite you want to modify and change it using the Inspector.

If you want to deactivate the object **Grp_BG** (spot 1):

-Deactivate object **Grp_BG** in the Hierarchy.

If you want to deactivate the object **Grp_Spr** (spot 2):

-Deactivate **Grp_Spr** in the Hierarchy.

If you want to deactivate the object **Pie_Diamond_01_Mod** (spot 2):

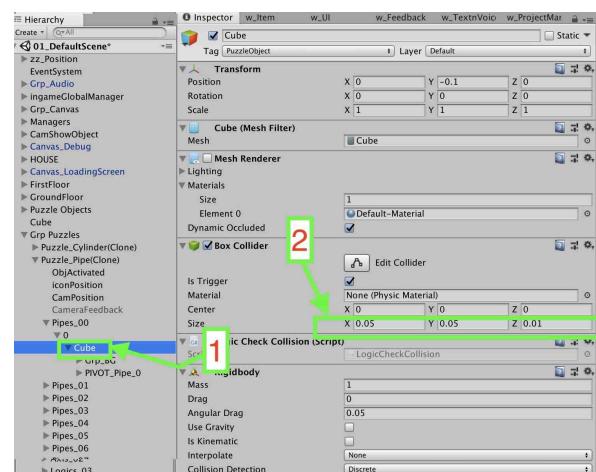
-Deactivate **Pie_Diamond_01_Mod** in the Hierarchy.

Collider:

If you want to change the size of the Pipe collider:

-Select Cube in the Pipe (spot 1).

-In the inspector change the scale of the box collider (spot 2).



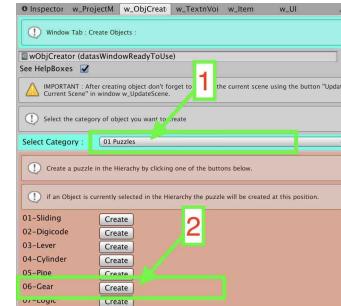
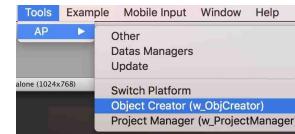
6.6.1-Puzzle: Gear (Puzzle Creation)

Step 1: Create the Gear puzzle module.

-Open window tab **w_ObjCreator**:
 Tools → AP → Object Creator (w_ObjectCreator)

-Select category **01 Puzzles** (spot 1)

-Click on button **Create** next to **06-Gear** (spot 2)

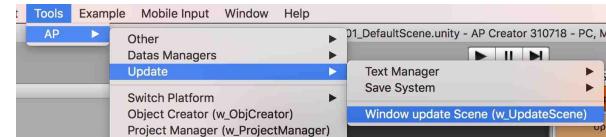


-In the window tab **w_UpdateScene** click on the button **Update Current Scene** (spot 1) to integrate the new puzzle to the save system.



-If the window tab **w_UpdateScene** is not open go to:

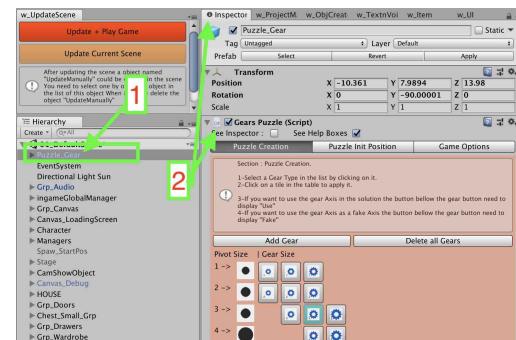
Tools → AP → Update → Window Update Scene (w_UpdateScene)



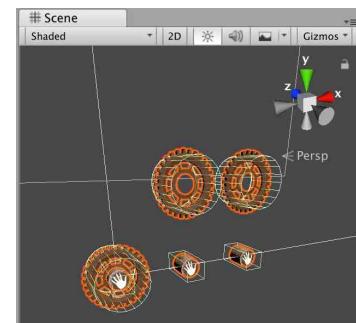
Info:

A puzzle with default parameters is created in the Hierarchy. (Spot 1).

The puzzle parameters can be change in the Inspector view. (spot 2)



Important: To customize the puzzle we suggest you to look at the puzzle in the scene view (spot 1).



Info:

To scale the puzzle:

- Select the entire group
- Scale the group in the scene.

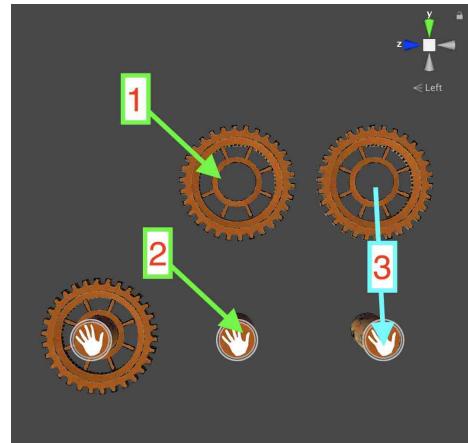
How this puzzle works:

There are 2 types of objects:

- Gears (spot 1)
- Axis (spot 2)

The player needs to drag and drop Gears on Axis (spot 3).

A gear and an Axis match if they have the same pivot size.



Step 2: Section Puzzle Creation

This section allows to generate the puzzle and customize Gear and Axis

-Click on tab **Puzzle Creation** in the Inspector (spot 1)

-Click on **Delete all Gears** to Init the puzzle (spot 2)



2a: Create Gears and Axis

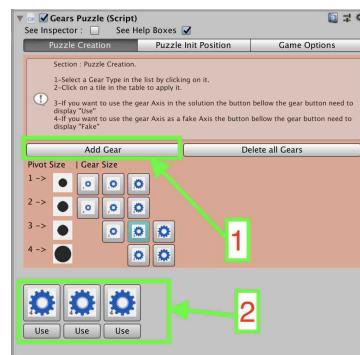
-Click on **Generate the first gear** to recreate the puzzle with the new parameters



Info: To facilitate the explanation, we propose values, but of course you can use the values of your choice. We are going to create 3 gears for this example.

-Click 2 times on **Add Gear** (spot 1) to add the gear 2 and 3 (spot 2)

Info: Gears are created in the scene view.



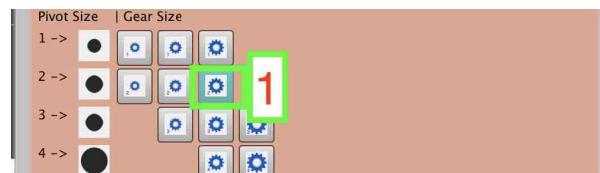
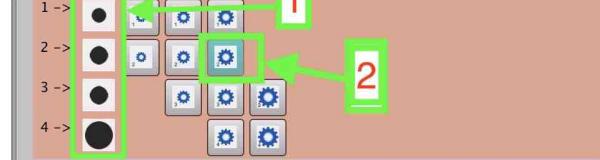
2b: customize Gears and Axis

It is possible to choose between 4 types of Axis and 4 types of Gears.

-Black point icons corresponds to the size of the Axis (spot 1).

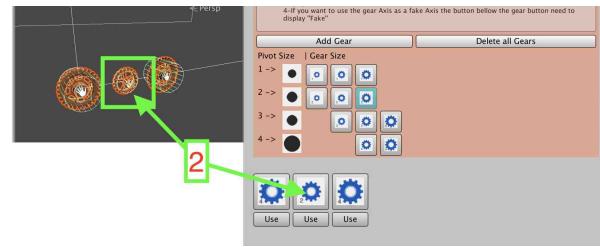
-Blue Gear icons corresponds to the size of the Gear (spot 2).

-Press the button that corresponds to:
an **Axis size** equal to 2 and
a **Gear size** equal to 3
as shown on the image on the right. (spot 1)



-Click on the 2nd square to replace the second Gear and Axis(spot 2).

Info: The gear is replaced automatically in the scene view.



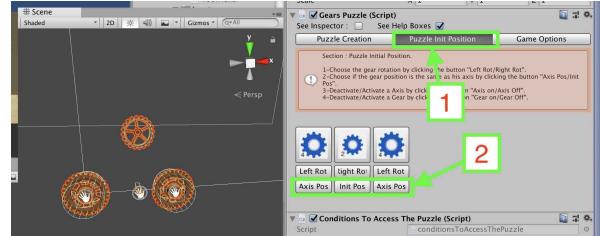
Step 3: Choose if a gear is already positioned on its axis when the puzzle starts.

-Click on **Puzzle Init Position** in the Inspector (spot 1)

Info: At the start the Gear can be positioned in 2 different ways:

1-The Gear is positioned on its axis. The player does not move it.

2-The Gear is not positioned on its axis. It must be drag and drop on an axis by the player.



The first Gear will already be on its Axis (spot 2):

-Set **Gear 0** to **Axis Pos**

The second gear will not be placed on its Axis:

-Set **Gear 1** to **Init Pos**

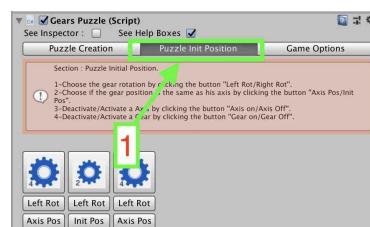
The third Gear will already be on its Axis:

-Set **Gear 2** to **Axis Pos**

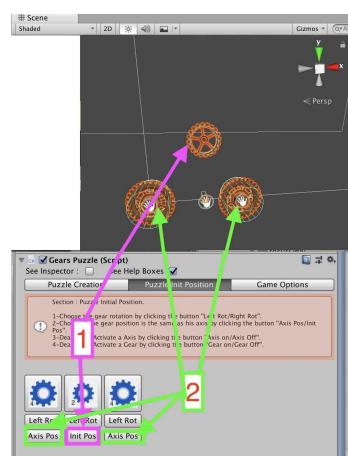
Set Gears Init Position

This section explains how to choose the position of a Gear that is not positioned on its axis at the start of the puzzle.

-Click on **Puzzle Init Position** in the Inspector (spot 1)



We will choose the position of the gears that are not positioned on their axis at the beginning of the puzzle (spot 1).

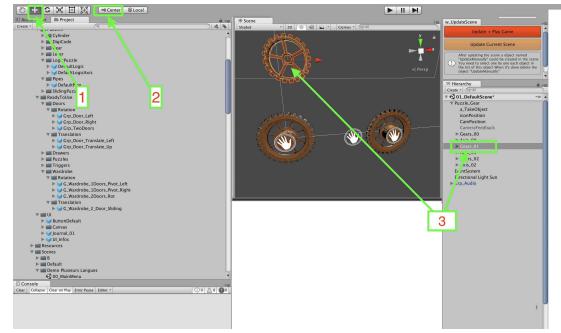


-Select the tool **Move** (Spot 1)

-Select **Center** (spot 2)

-In the **Hierarchy** select the **Gear_01** (spot 3).

-In the scene view move the gear on the left as shown on the picture on the right.

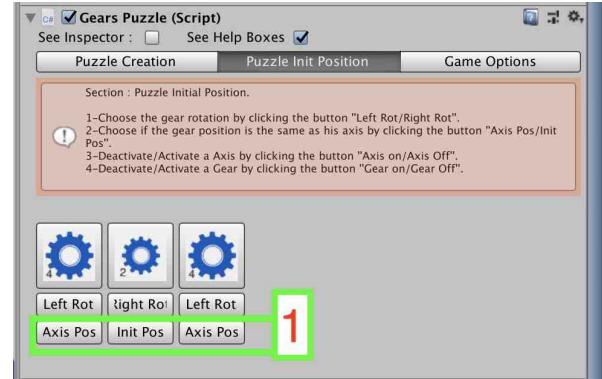


Set gear animation when puzzle is complete

Info: When the player finishes the puzzle, an animation is played. The gears are spinning.

For each axis, indicate the direction of rotation (spot1):

Click **Left Rot** if the **Axis** turn to the left.
Click **Right Rot** if the **Axis** turn to the right.

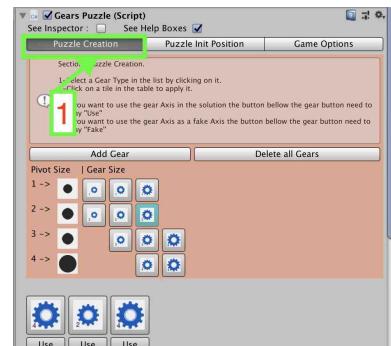


Step 4: Design the puzzle

Each puzzle is different that's why we must be able to place the elements where we want

To move the elements always move together the axis and its gear.

-Click on tab **Puzzle Creation** in the **Inspector** (spot 1)

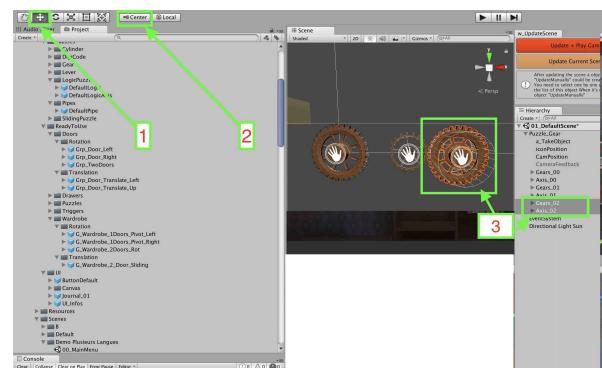


-Select the tool **Move** (Spot 1)

-Select **Center** (spot 2)

-In the **Hierarchy** select both the **Gear_02** and its **Axis_02**.

-In the scene view move the two objects to the left to bring them closer to gear 2 as in the picture on the right (spot 3).



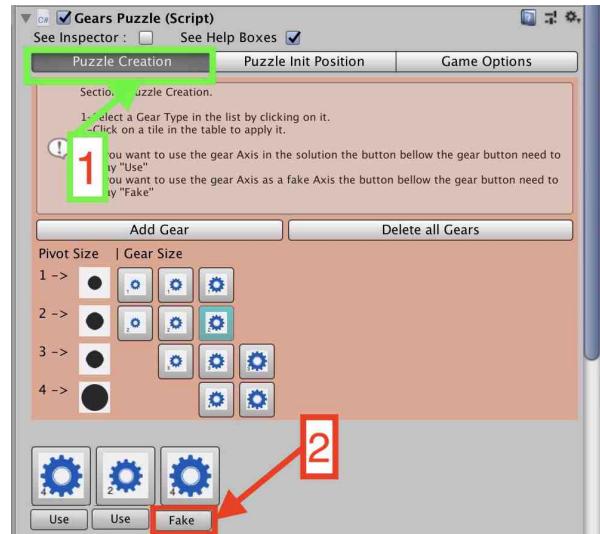
Step 5: Fake Gear and Axis (Advance feature)

Fake (Axis/Gear): It's a lure for the player.
There are more pieces available than pieces needed to solve the puzzle.

- Fake Axis** is not used in the puzzle solution.
- Fake Gear** is not used in the puzzle solution.

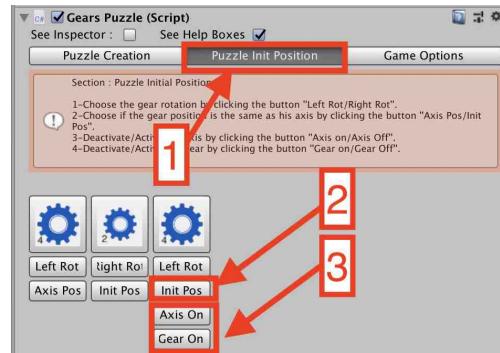
For the example:

- Press button **Puzzle Creation** (spot 1)
- Select **Fake** for **Gear and Axis 2** (spot 2)



- Press button **Puzzle Init Position** (spot 1)
- Set **Gear 2** to **Init Pos** (spot 2)
- Set **Axis On** and **Gear On** (spot 3).

Info: Now Axis 2 and Gear 2 are not necessary to solve the puzzle.



Info:

Axis On: Axis is visible in the scene.
Axis Off: Axis is not visible in the scene.

Gear On: Gear is visible in the scene.
Gear Off: Gear is not visible in the scene.



Step 6: Section Game Options

This section allows to setup some extra properties.

-Click on tab **Game Options** in the **Inspector** view.

-Allows to choose a joystick button to validate an action in this puzzle (spot 1).

-Allows to choose Audio parameters (spot 2)

In the section **Action when the puzzle start the first** it is possible to:

-Allows to drag and drop an object in field **Popup an Object** (spot 1)

([more info about how to setup popup Object](#))

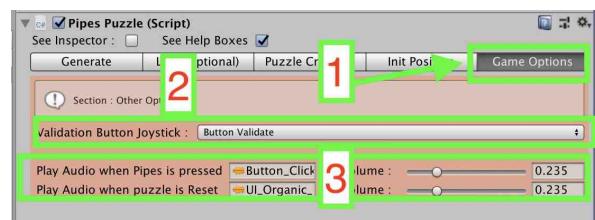
-Allows to choose the popup speed (spot 2)

-Allows to display a feedback UI Text (spot 3):

(Check the box **Feedback text** and choose the text to display on screen using its **ID**)

([more info how to create and setup Feedback text](#))

-Click on **Open Window tab : w_Feedback** to show all the feedback text available for the project.



Axis Case

If you want to replace the object

Gear_Base_Diam_4 (spot 1):

-Deactivate object **Gear_Base_Diam_4** in the Hierarchy.

-Add your 3D models in the same folder as **Gear_Base_Diam_4**.

Important: If your new Object has a collider:
Delete the collider.

Gear Case

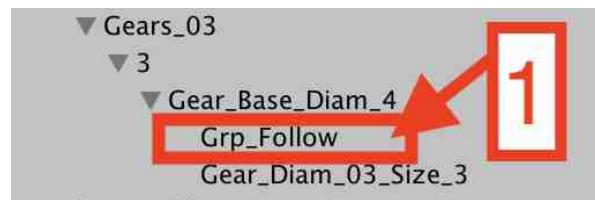
If you want to replace the object

Gear_Diam_Size_:

-Deactivate object **Gear_Diam_Size_** in the Hierarchy.

-Add your 3D models in the same folder
Grp_Follow (spot 1)

Important: If your new Object has a collider:
Delete the collider.

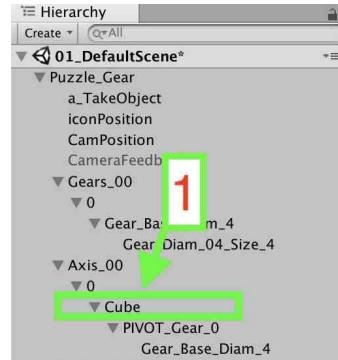


Hand Case

If you want to change the Hand sprite:

-Select **Cube** in the Hierarchy (spot 1).

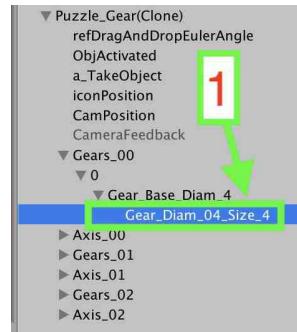
-Change the sprite in the Inspector.



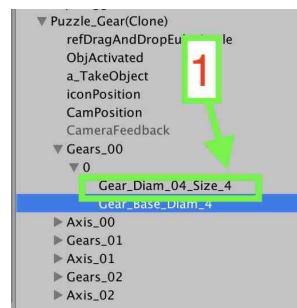
Collider:

1-If you want to change the size of the Gear collider:

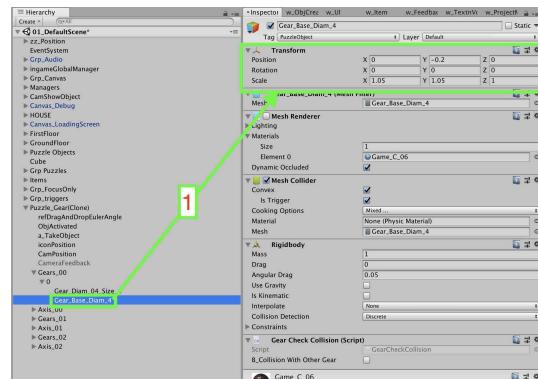
-Select **Gear_Base_Diam_Size_** in the Gear (spot 1).



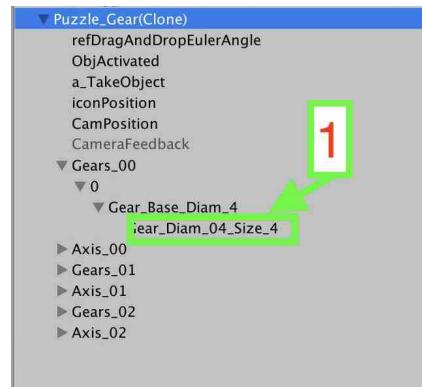
-Move **Gear_Base_Diam_Size_** outside the object **Gear_Base_Diam_4** (spot 1).



-Select **Gear_Base_Diam_4** and change the scale of the object.



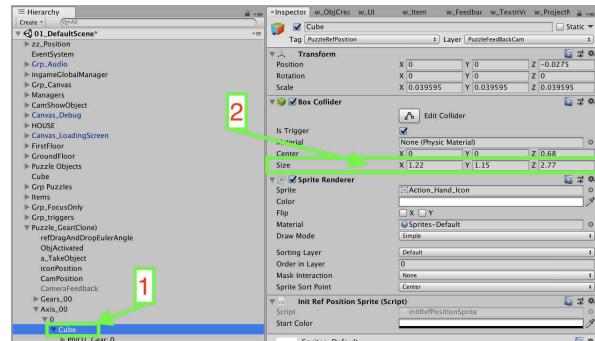
-Select and Move **Gear_Base_Diam_Size_1** inside the object **Gear_Base_Diam_4** (spot 1).



2-If you want to change the size of the Axis collider:

-Select **Cube** in the Axis (spot 1).

-In the inspector change the scale of the box collider (spot 2).

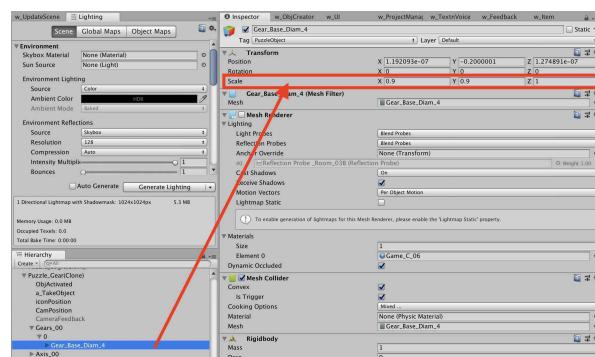


6.6.3-Puzzle: Gear Tips

If two gears need to be close from one to another:

You can adapt the Gears collider size.

[\(more info\)](#)

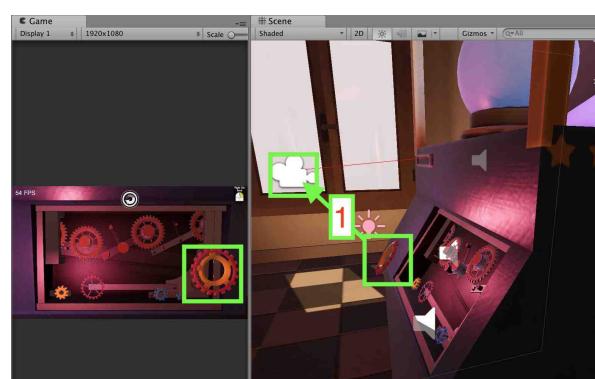


6.6.4-Puzzle: Gear (Troubleshooting)

When Gear is drag: The gear disappears from the screen or enters into contact with another object of the scene.

In this case, it is needed to adjust the distance between the object and the camera.

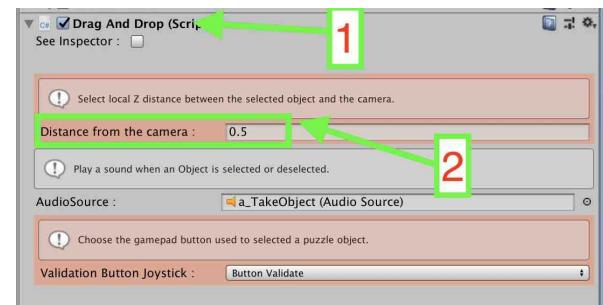
When the player moves a gear on the screen, the gear is positioned at a distance chosen with parameter **Distance from camera** (spot 1).



- Select the puzzle in the **Hierarchy**
- In the **Inspector** go to script **Drag and Drop**
- Change the value **Distance from camera**.

In general a value between 0.2 and 0.5 is a good starting point.

*This position depends on the position between the camera and the puzzle. If the gear is too close or too far from the camera you have to change the parameter **Distance from camera**.*



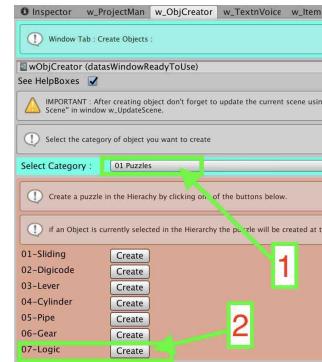
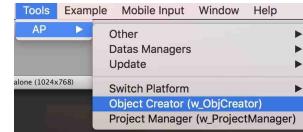
6.7.1-Puzzle: Logic (Puzzle Creation)

Step 1: Create the Logic puzzle module.

-If the window tab **w_ObjCreator** is not open go to:
Tools → AP → Object Creator (w_ObjectCreator)

-Select category **01 Puzzles** (spot 1)

-Click on button **Create** next to **07-Logic** (spot 2)

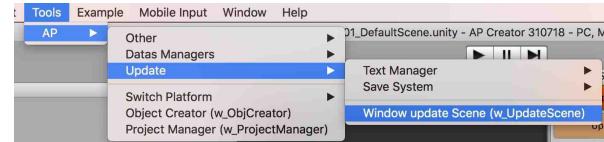


-In the window tab **w_UpdateScene** click on the button **Update Current Scene** (spot 1) to integrate the new puzzle to the save system.



-If the window tab **w_UpdateScene** is not open go to:

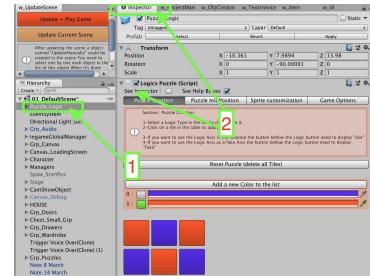
Tools → AP → Update → Window Update Scene (w_UpdateScene)



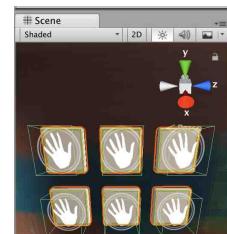
Info:

A puzzle with default parameters is created in the Hierarchy. (Spot 1).

The puzzle parameters can be change in the Inspector view. (spot 2)



Important: To customize the puzzle we suggest you to look at the puzzle in the scene view (spot 1).



Info:

To scale the puzzle:

- Select the entire group
- Scale the group

How this puzzle works:

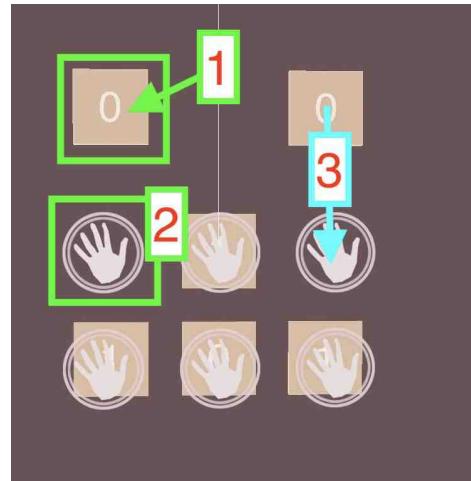
There are 2 types of objects:

- Tile (spot 1)
- Axis (spot 2)

The player needs to drag and drop Tile on Axis (spot 3).

A Tile and an Axis match if they have the same Type.

We will show in the next section how to setup the Tile and Axis Type.



Step 2: Section Puzzle Creation

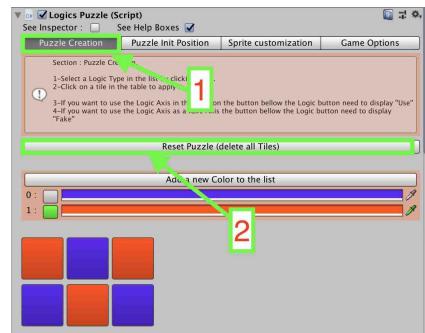
This section allows to generate the puzzle and customize Tiles

-Select the puzzle group in the **Hierarchy**.

-Click on tab **Puzzle Creation** in the Inspector (spot 1)

2a: Generate Tiles

-Click on **Reset Puzzle (delete all Tiles)** to Init the puzzle (spot 2)



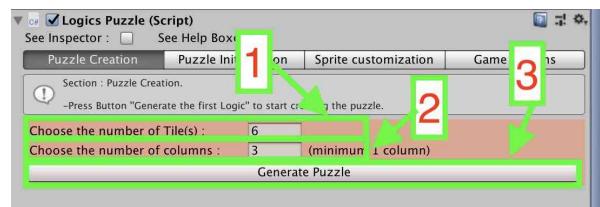
Info: To facilitate the explanation, we propose values, but of course you can use the values of your choice.

-Set **Choose the number of Tiles** to 6 (spot 1)

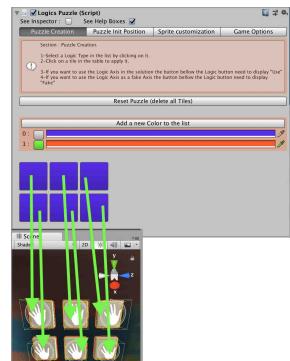
INFO: After generate the puzzle this number can't be change

-Set **Choose the number of column** to 3 (spot 2)

-Click on **Generate Puzzle** to create the puzzle



Info: Tiles are created in the scene view.



2b: Choose Tile Type

It is possible to choose the type of each Tile.

How it works: Each Tile type is represented by a color.



-By default there are two types of tiles:

Type 0: Purple

Type 1: Orange

-It is possible to add new tile type by clicking the button **Add a new color to the list** (spot 1).

-You can change the new color by clicking the color field (spot 2).



Info:

-Create as much type of color as you need. For example if you need 4 Tile types: create 4 colors.

-You can use multiple time the same type.

Example: During the game the player can drag and drop any **type 0 Tile** on any **type 0 Slot**.

2b: Apply new Type to a Tile

Info: The type of each Tile is only visible in the Inspector

-Select a type by **clicking on the button** between the type number and its color (spot 1)

-Click on each **Tile** that need to use this **type** (spot 2).

In our example:

Tile 0 = Type 0

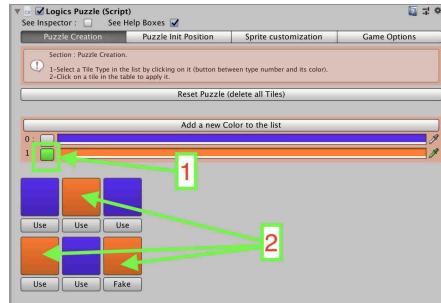
Tile 2 = Type 0

Tile 4 = Type 0

Tile 1 = Type 1

Tile 3 = Type 1

Tile 5 = Type 1

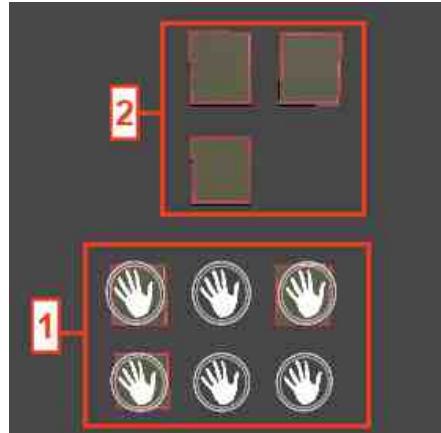


Step 3: Choose if a Tile is already positioned on its Axis when the puzzle starts.

Info: At the start the Tile can be positioned in 2 different ways:

1-The Tile is positioned on its axis. The player does not move it.

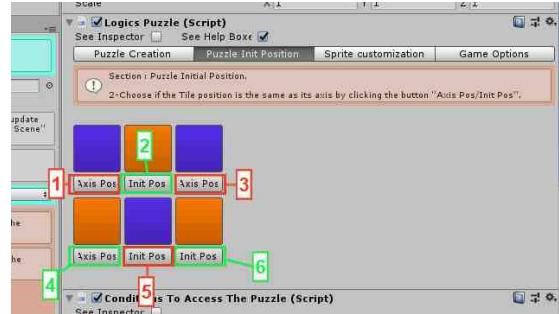
2-The Tile is not positioned on its axis. It must be drag and drop on an axis by the player.



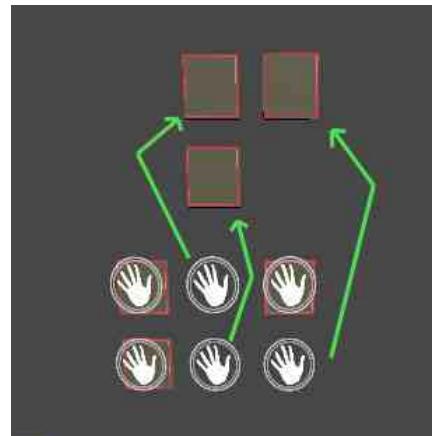
- Click on **Puzzle Init Position** in the Inspector (spot 1)



- Set **Tile 0** to **Axis Pos** (spot 1)
- Set **Tile 1** to **Init Pos** (spot 2)
- Set **Tile 2** to **Axis Pos** (spot 3)
- Set **Tile 3** to **Axis Pos** (spot 4)
- Set **Tile 4** to **Init Pos** (spot 5)
- Set **Tile 5** to **Init Pos** (spot 6)



Tiles set to **init pos** are automatically positioned outside the puzzle.



Set Tile Init Position

This section explains how to choose the position of a Tile that is not positioned on its axis at the start of the puzzle.

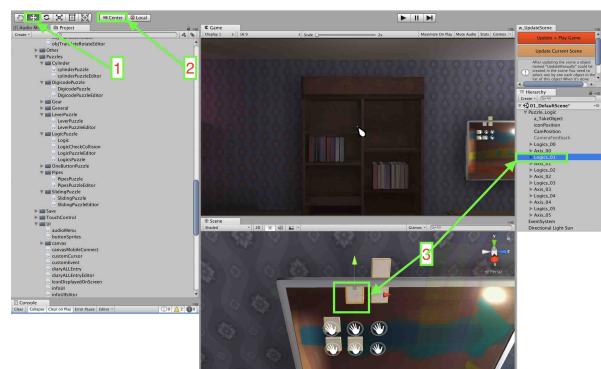
- Click on **Puzzle Init Position** in the Inspector (spot 1)

- Select the tool **Move** (Spot 1)

- Select **Center** (spot 2)

- In the **Hierarchy** select the **Logics_01** (spot 3).

- In the scene view move the logics upward as shown in the image on the right.



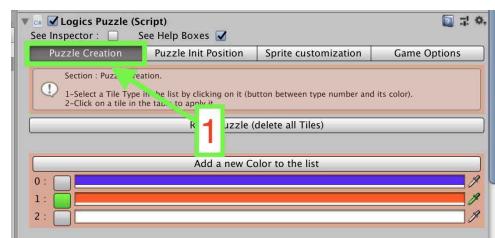
Step 4: Design your puzzle

Each puzzle is different that's why we must be able to place the elements where we want.

To move the elements always move together the axis and its logic .

IMPORTANT:

- Click on tab **Puzzle Creation** in the Inspector (spot 1)



- Select the tool **Move** (Spot 1)

- Select **Center** (spot 2)

- In the **Hierarchy** select both the **Logics_00** and its **Axis_00**.



- In the scene view move the two objects to the left as in the picture on the right (spot 3).

Step 5: Fake Tile (Advance feature)

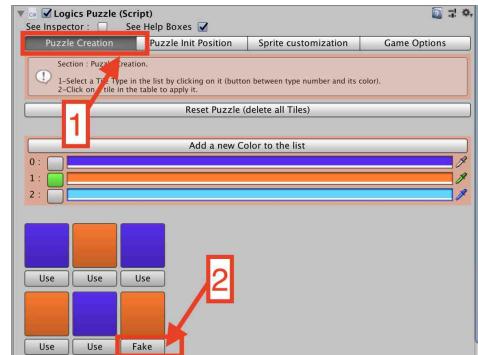
Fake (Axis/Tile): It's a lure for the player. There are more pieces available than pieces needed to solve the puzzle.

- Fake Tile** is not used in the puzzle solution.
- Fake Gear** is not used in the puzzle solution.

For the example:

- Press button **Puzzle Creation** (spot 1)

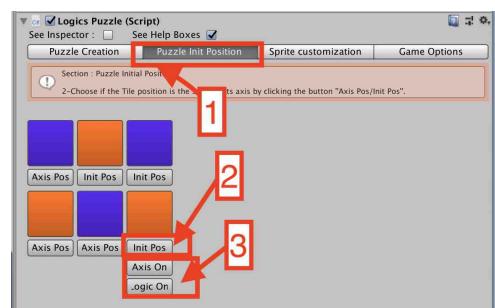
- Select **Fake** for **Tile 5** and **Axis 5** (spot 1)



- Press button **Puzzle Init Position** (spot 1)

- Set **Logic 5** to **Init Pos** (spot 2)

- Set **Axis On** and **Logic On** (spot 3)



Info: Now Axis 5 and Logic 5 are not necessary to solve the puzzle.

Info:

Axis On: Axis is visible in the scene.

Axis Off: Axis is not visible in the scene.

Tile On: Tile is visible in the scene.

Tile Off: Tile is not visible in the scene.

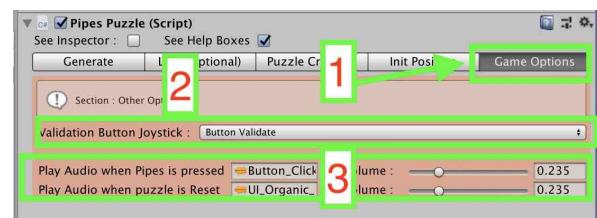
Step 6: Section Game Options

This section allows to setup some extra properties.

-Click on tab **Game Options** in the **Inspector** view.

-Allows to choose a joystick button to validate an action in this puzzle (spot 1).

-Allows to choose Audio parameters (spot 2)



In the section **Action when the puzzle start the first time** it is possible to:

-Allows to drag and drop an object in field **Popup an Object** (spot 1)

([more info about how to setup popup Object](#))

-Allows to choose the popup speed (spot 2)

-Allows to display a feedback UI Text (spot 3):

(Check the box **Feedback text** and choose the text to display on screen using its **ID**)

([more info how to create and setup Feedback text](#))



-Click on **Open Window tab : w_Feedback** to show all the feedback text available for the project.

6.7.2-Puzzle: Logic (3D Models Customization)

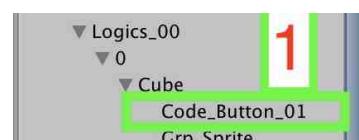
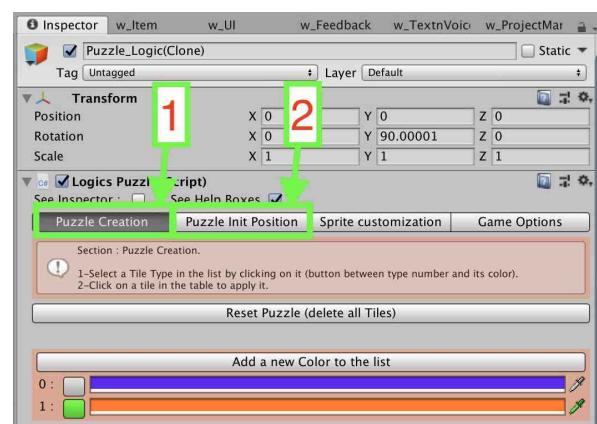
Info: To Create the puzzle it can be useful to:

see the puzzle in its starting position:

-Click on tab **Puzzle Init Position** (spot 1)

see the puzzle in its end position:

-Click on tab **Puzzle Creation** (spot 2)



Tile Case

If you want to replace the object **Code_Button_01** (spot 1):

-Deactivate object **Code_Button_01** in the Hierarchy.

-Add your 3D models in the same folder as **Code_Button_01**.

Important: If your new Object has a collider:
Delete the collider.

Hand Case

If you want to change the Hand sprite:

- Select **Cube** in the Hierarchy (spot 1).
- Change the sprite in the Inspector.

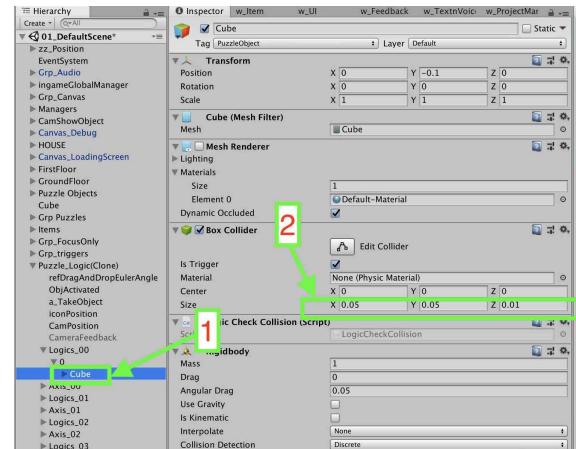


Collider:

1-If you want to change the size of the Tile collider:

- Select **Cube** in the Tile (spot 1).

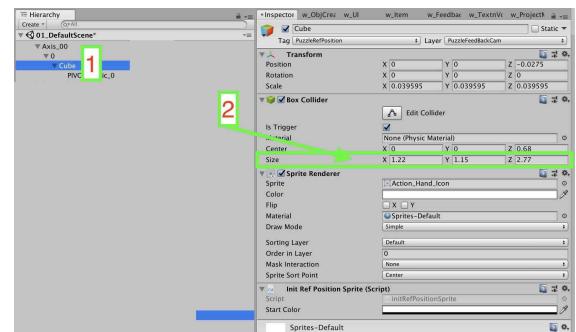
- In the inspector change the scale of the box collider (spot 2).



2-If you want to change the size of the Axis collider:

- Select **Cube** in the Axis (spot 1).

- In the inspector change the scale of the box collider (spot 2).

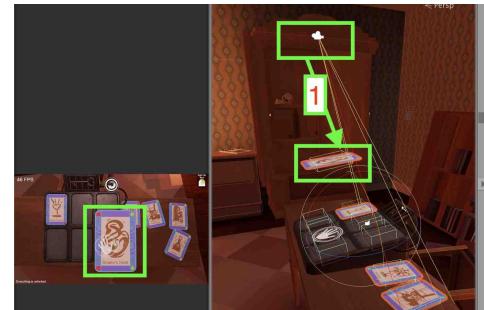


6.7.3-Puzzle: Logic (Troubleshooting)

When Tile is drag: The Tile disappears from the screen or enters into contact with another object of the scene.

In this case, it is needed to adjust the distance between the object and the camera.

When the player moves a Tile on the screen, the Tile is positioned at a distance chosen with parameter **Distance from camera** (spot 1).



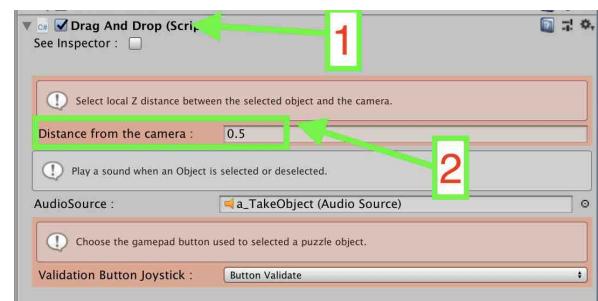
- Select the puzzle in the **Hierarchy**

- In the **Inspector** go to script **Drag and Drop**

- Change the value **Distance from camera**.

In general a value between 0.2 and 0.5 is a good starting point.

This position depends on the position between the camera and the puzzle. If the gear is too close or too far from the camera you have to change the parameter **Distance from camera**.



6.8-Common to all the puzzles

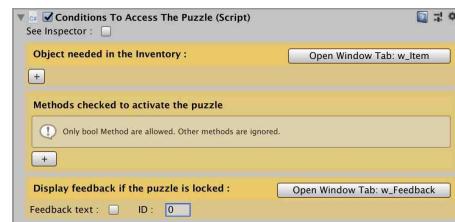
6.8.1-Puzzle: Conditions to access a puzzle

How it works.

Each puzzle has a script named `conditionsToAccessThePuzzle` attached to it.

This script allows to setup the needed conditions to access the puzzle.

During the game: If all conditions are not met a UI image is displayed on screen and the player can't play this puzzle.



Step 1: Add a condition in section Object needed in the Inventory

Info: In this example the player need to have a postcard to access the puzzle.

-Select your puzzle in the Hierarchy.

-In the Inspector go to script:
`conditionsToAccessThePuzzle`

-Go to section Object needed in the inventory

-Click on button + to add a new object that need to be in the player inventory (step 1)

-Click on button Open Window Tab : `w_Item` (spot 2).

The postcard has the ID 4 so we write 4 in the ID Field (spot 3)

Important: The object you choose in `w_Item` window need to be setup as an Inventory Object ([More on documentation](#)
[Part 3 Section 7.1.2 Item that player can use in the adventure](#))



Step 2: Add a condition in section Methods checked to activate the puzzle

This section allows to add your custom conditions (coding needed). During the game the player can't access the puzzle if those conditions are not complete.

Important: Only boolean methods are allowed (methods that return true or false). The other type of methods are ignored.

-Select your puzzle.

-Go to script the **conditionsToAccessThePuzzle** in the Inspector.

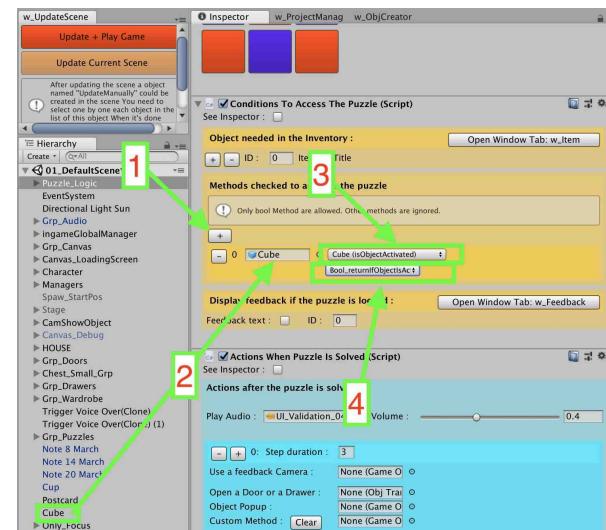
-Click on + to add new Boolean method. (spot 1).

Info: In this example we are going to use method **Bool_returnIfObjectIsActivated** contains in the script **isObjectActivated**

-Drag and drop the object named **cube** in the field new empty field (spot 2).

-Select script **IsObjectActivated** in the dropdown menu (spot 3).

-Select the **boolean** method
Bool_returnIfObjectIsActivated in the dropdown menu (spot 4).



Step 3a: Display UI feedback text if the puzzle is locked

If the puzzle is locked: allows to display a UI text on screen when the player tries to access the puzzle.

-Select your puzzle.

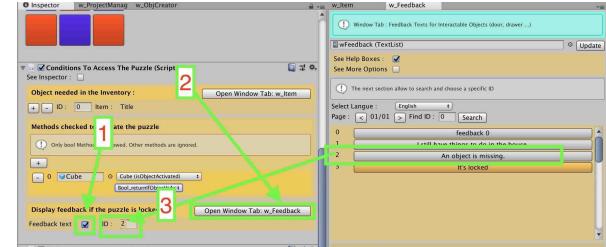
-Go to script the **conditionsToAccessThePuzzle** in the Inspector.

-Check the box next to **feedback text** (spot 1).

-Click on button **Open Window Tab : w_Feedback** (spot 2)

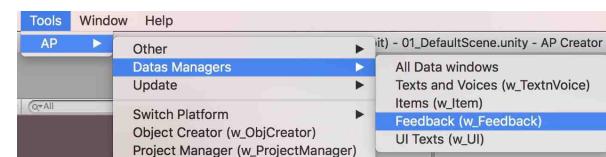
In this example we want to use the text: **An Object is missing**

We can see that **An Object is Missing** has the ID 2 so we write 2 in the **ID Field** (spot 3)



Step 3b: Create new UI feedback text

-Open Tools → Data Managers → Feedback (w_feedback)

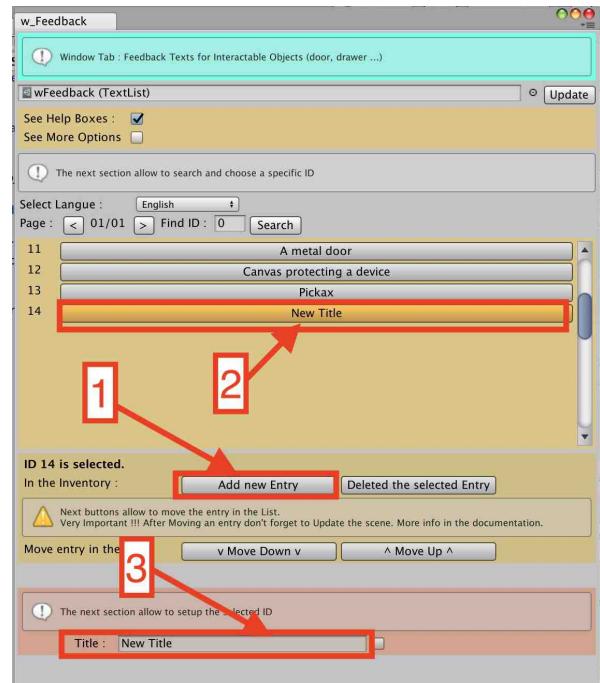


A new window appears on screen

-Press button Add New Entry to create a new text entry (spot 1)

a new text entry is created (spot 2)

-Write the feedback text in field Title (spot 3)



6.8.2-Puzzle: Actions when puzzle is solved

How it works.

Each puzzle has a script named *ActionsWhenPuzzleIsSolved* attached to it.

This script allows to setup actions when the puzzle is solved.

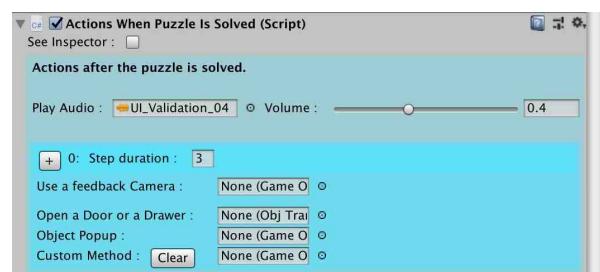
Info: It is possible to create as many steps as you want by clicking the button +.

For example after solving the puzzle:

Step 1: Stay 3 seconds in front of the puzzle.

Step 2: Show a new place to the player with the feedback camera.

Step 3: Open a door showing by the feedback camera.



Overview

-**Step duration:** The duration of the step (spot 1).

-**Feedback camera:** (Optional) Use an other camera during the step.(spot 2).

For example: When a puzzle is complete, a new camera shown a door that opens in an other room.

([More info to setup the feedback camera here](#))

-**Open a door or drawer, wardrobe:** (Optional) (spot 3). ([More info to setup a door, drawer or wardrobe here](#))

-**Object pop-up:** (Optional) Object animation is triggered(spot 4) ([More info to setup an objet here](#))

-**Custom method:** (Optional) (spot 5) ([More info to setup a custom method here](#))



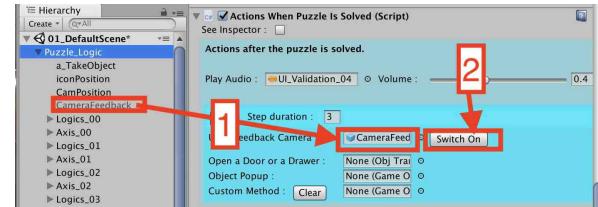
Setup The feedback camera.

Info: Inside each puzzle there is an object named CameraFeedback that can be used.

-Drag and drop the CameraFeedback inside the field on the right to Use a feedback Camera (spot 1).

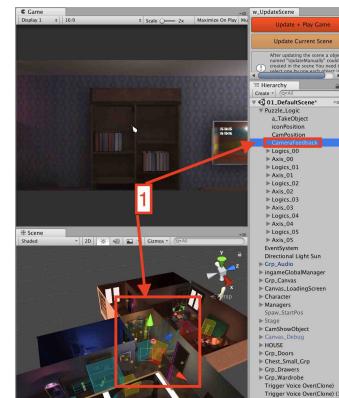
-Click on Switch On to activate the camera (spot 2)

Info: Feedback camera is automatically activated in the Game view.



-Select the CameraFeedback in the Hierarchy.
-Move the camera in the Scene view (spot 1)

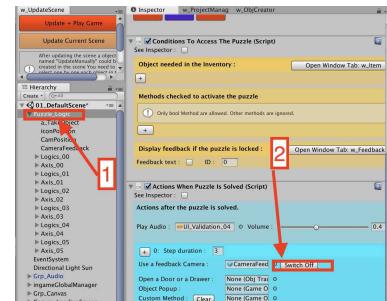
Info: You can see the result in the Game view.



-Select again the puzzle in the Hierarchy (spot 1)

-Click on Switch Off to deactivate the camera (spot 2)

Info: Feedback camera is automatically deactivated in the Game view. The player camera is automatically activated.



How to use more than one feedback camera

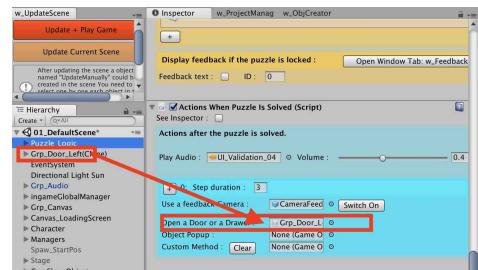
-Duplicate the CameraFeedback in the Hierarchy.

-Use the new camera as it explained in the preview section ([more info](#)).

Open a door, a drawer or Wardrobe.

Info: In each drawer and wardrobe door, there is an object whose name starts with `sc_`. This Object contains the script `ObjTranslateRotate.cs`.

- Drag and drop the object (with the name starting with `sc_`) inside the field on the right to Open a door or drawer.



Object Pop-Up animation

Useful when you want to make an object appears after solving the puzzle.

How to setup the Object that should pop-up:

- Select your puzzle (spot 1)

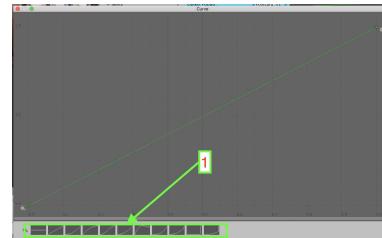
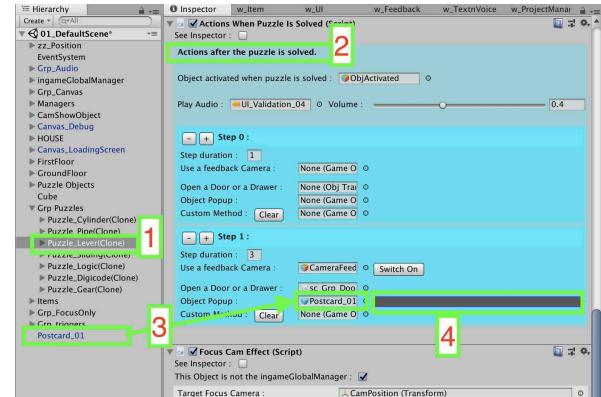
- In the Inspector go to section Actions after the puzzle is solved (spot 2)

- Drag and drop the object inside the field on the right to Object pop-Up. (spot 3).

- Click on the field on the right to the Object PopUp field. (spot 4)

- Select a curve type (spot 1)

info: That curve is used to choose the object grow curve.



Important: a Popup object need to be setup as an object `IsObjectActivated`.

To setup an object as an object `IsObjectActivated`:

Open `w_ObjectCreator` window:

Tools → AP → Object Creator (`w_ObjCreator`)



In w_ObjCreator (spot 1)

-Select category 10 ObjIsActivated (spot 2)

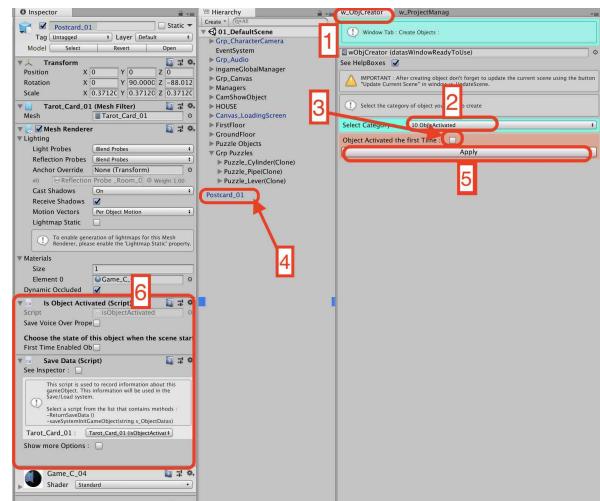
-Uncheck the box Object Activated the first time (spot 3)

-Select your popup Object (spot 4)

-Press Apply (spot 5)

New script are added to the popup object (spot 6)

Info: Now when the scene starts the popup object is deactivated. Then when the puzzle is solved the popup object grow.

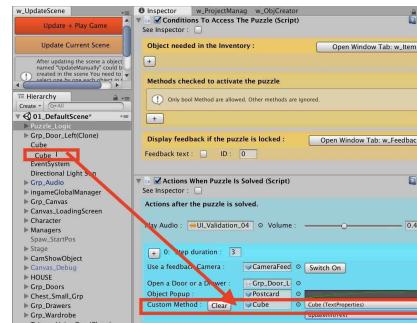


Call a custom methods:

-Drag and drop the object inside the field on the right to Custom methods.

-Choose the script you want use.

-Choose the method you want to call.



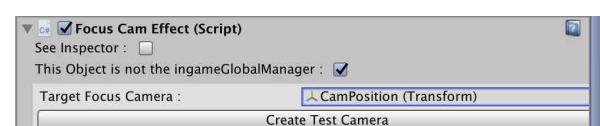
6.8.3-Puzzle: How to setup the puzzle camera.

How it works.

Each puzzle has a script named **FocusCamEffect.cs** attached to it.

This script allows Zoom In and Zoom Out when the puzzle is activated or deactivated.

Info: It is not possible to use a puzzle without using the focus.

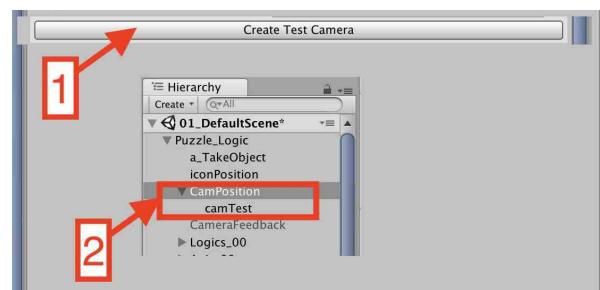


Step 1: Create Test Camera

-Click on Create Test Camera (spot 1)

Inside each puzzle you can find an Object named CamPosition. This Object is used to know the end position of the Puzzle Zoom In.

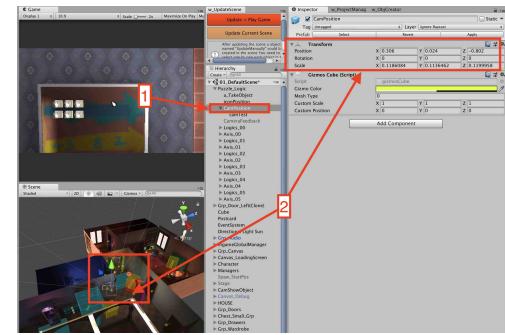
After clicking on Create Test Camera a new camera is created inside the object CamPosition (spot 2). This camera is only for testing and visualize the final position of the zoom. At the end of the process we will delete it.



Step 2: Choose the end position of the Zoom

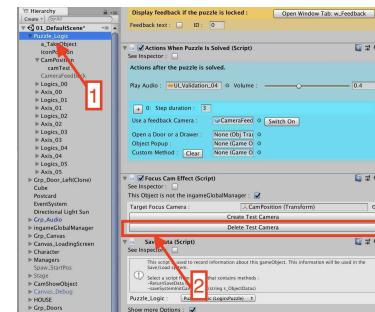
Info: After pressing **Create Test Camera** the object **CamPosition** is auto-selected (spot 1)

- In the **scene view** move and rotate **CamPosition**. (spot 2).



Step 3: Delete Test camera

- Select your puzzle in the **Hierarchy** (spot 1).
- Click on **Delete Test Camera** (spot 2).

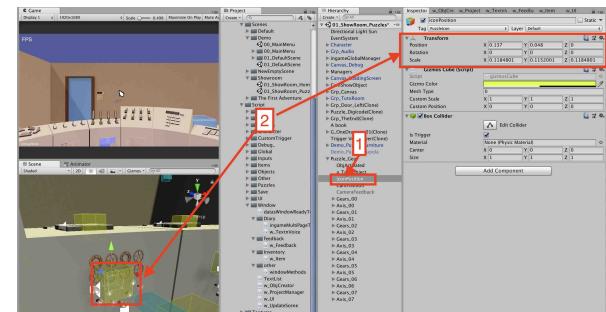


6.8.4-How to change puzzle UI icon Position.

Each puzzle has an object named **IconPosition** inside the group.

Info: UI icon position is used to display the puzzle icon. During the game, the player need to press this icon to start the puzzle.

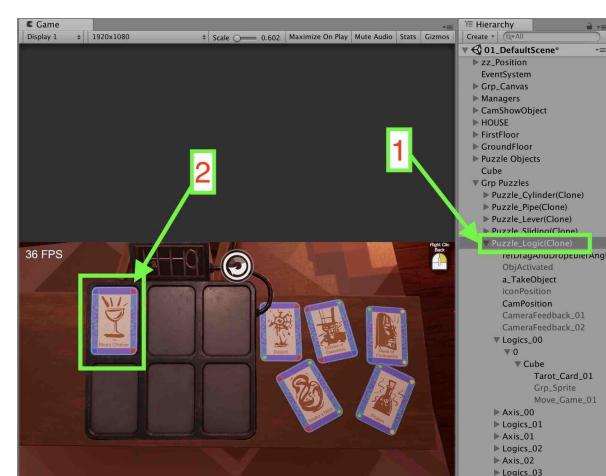
- Select **IconPosition** in the **Hierarchy** (spot 1).
- Move the object **IconPosition** where you want (spot 2).



6.8.5-Pop-up an object when a puzzle starts

Info: It is possible to pop-up an object when a puzzle starts the first time.

Example: In the mini adventure demo, when the tarot cards puzzle starts the first time (spot 1), the card on the left up corner pop-up (spot 2).



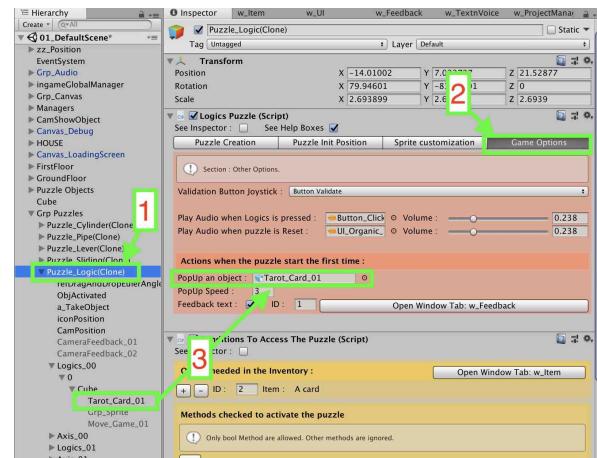
How to setup pop-up object when a puzzle starts

Info: For the example we use *Puzzle_Logics(Clone)* that can be find in the mini adventure. It is possible to do the same with any type of puzzle.

-Select the puzzle in the Hierarchy (spot 1)

-In the Inspector click on **Game Options** tab (spot 2)

-Drag and drop the object **Tarot_Card_01** in the empty slot **Popup Object** (spot 3)

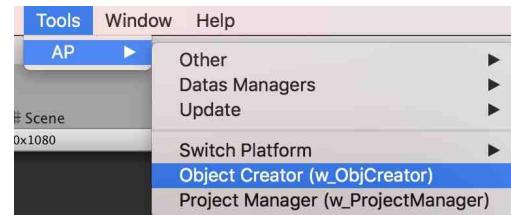


Important: a Popup object need to be setup as an object **IsObjectActivated**.

To setup an object as an object **IsObjectActivated**:

Open **w_ObjCreator** window:

Tools → AP → Object Creator (*w_ObjCreator*)



In **w_ObjCreator** (spot 1)

-Select category **10 ObjIsActivated** (spot 2)

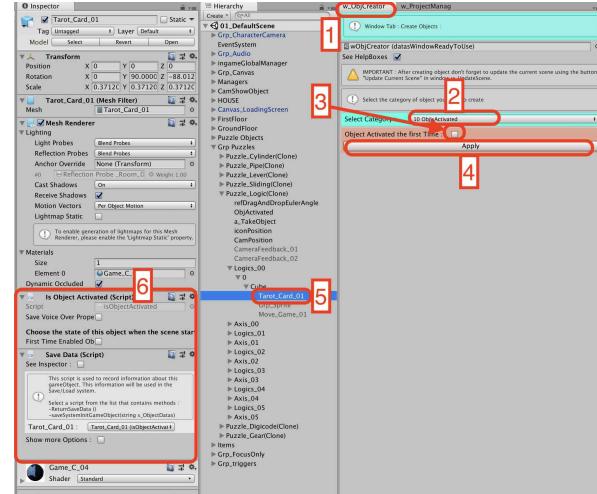
-Select your **popup Object** (spot 3)

-Uncheck the box **Object Activated the first time** (spot 4)

-Press **Apply** (spot 5)

New script are added to the popup object (spot 6)

Info: Now when the scene starts the popup object is deactivated. Then when the puzzle starts the first time the popup object grow.



6.8.6 Clue/Hint system

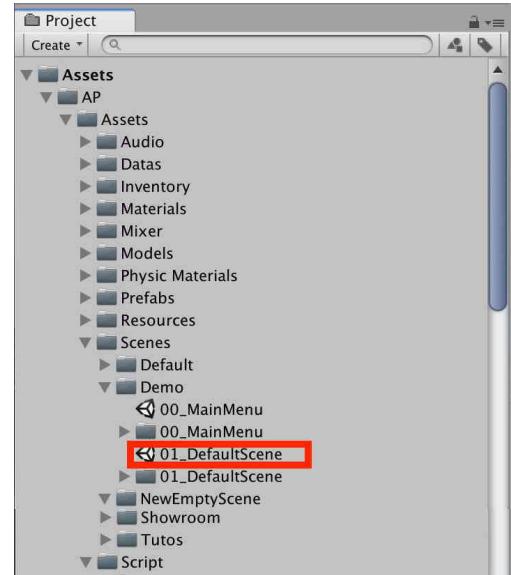
- 6.8.6.1-Add Clue/Hint Module to a puzzle [link](#)
- 6.8.6.2>Create a Clue/Hint [link](#)
- 6.8.6.3-Use multiple Clues/Hints [link](#)
- 6.8.6.4-Lock Clue/Hint [link](#)
- 6.8.6.5-Play Ads to unlock a Clue (Mobile)
(need scripting) [link](#)
- 6.8.6.6-Clue depending the language [link](#)

6.8.6.1-Add Clue/Hint Module to a puzzle

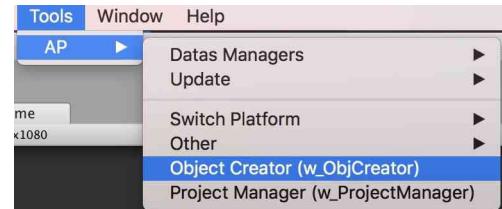
Info: For the example we are going to use the default scene used for the demo. However you can use another scene if you wish.

-Open scene 01_DefaultScene

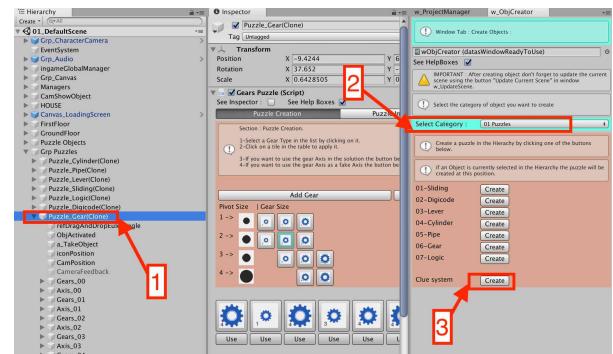
(Assets → AP → Assets → Scenes → Demo → 01_DefaultScene)



-Go to Tools → AP → Object Creator to open the window w_ObjCreator.



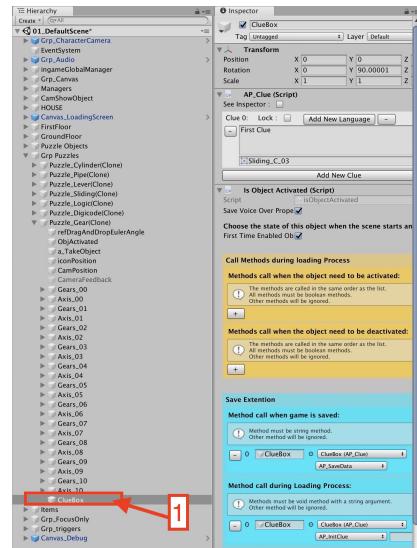
-In the Hierarchy select a puzzle. In the Example select **Puzzle_Gear(Clone)** (spot 1).
(Hierarchy → Grp_Puzzle →)



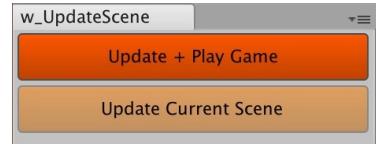
-In the window w_ObjCreator select Category 01 Puzzles (spot 2)

-Click on button Create next to Clue System (spot 3)

Info: ClueBox is created and auto selected on the Hierarchy (spot1)



-Click on update + Play Game to start and update the game with the new ClueBox



-Go next to the divination Puzzle.

-Click on the UI Button to start the puzzle

Info: A new button Clue/Hint is available next to the button Reset Puzzle. This button appears only if an Object ClueBox is connected to a puzzle.

-Click on the Clue/Hint button.



Info: A new window appears and display the clue.

-Press Esc to have access to the mouse



-Press button Play to stop the game



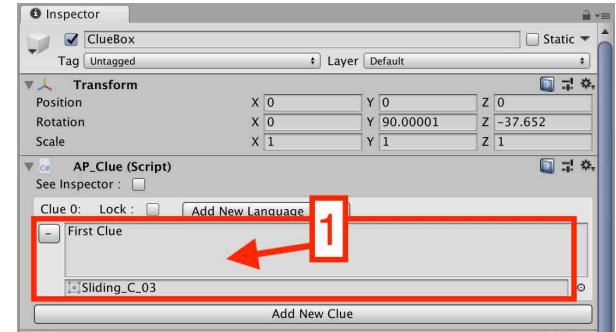
6.8.6.2-Create a Clue/Hint

For the example we are going to use the ClueBox created in section 6.8.6.1-Add Clue/Hint Module to a puzzle.

(Hierarchy → Grp_Puzzle → Puzzle_Gear(Clone) → ClueBox))

In the Hierarchy Select the ClueBox.

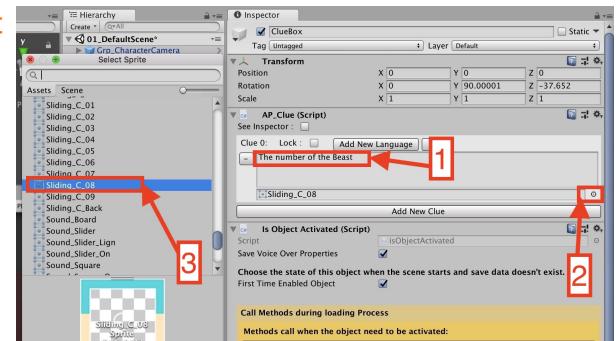
Info: In the Inspector the first clue is already setup by default (spot 1).



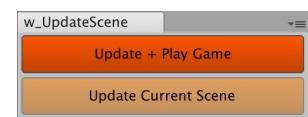
-Change text First clue to The number of the Beast (spot 1).

-Press the small circle (spot 2)

-Choose the sprite Sliding_C_08 (Spot 3)



-Click on update + Play Game to start and update the game with the new ClueBox



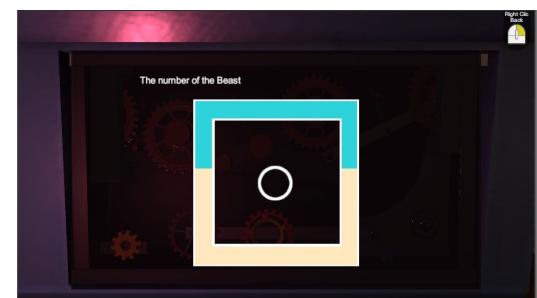
-Go next to the divination Puzzle.

-Click on the UI Button to start the puzzle

-Click on the Clue/Hint button.



Info: A new window appears and display the clue. The Clue display the text and the sprite selected in the Inspector



-Press Esc to have access to the mouse



-Press button Play to stop the game

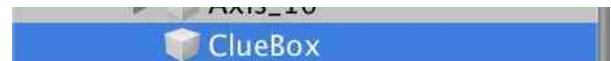
6.8.6.3-Use multiple Clues/Hints

For the example we are going to use the ClueBox created in section 6.8.6.1-Add Clue/Hint Module to a puzzle.

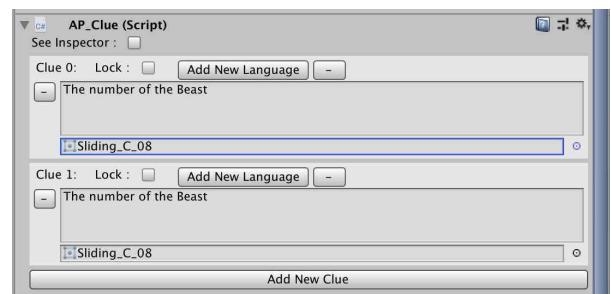
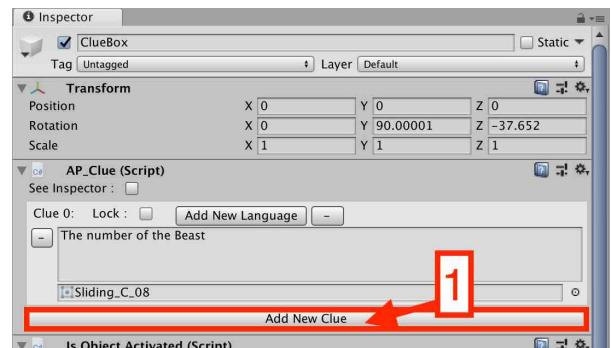
(Hierarchy → Grp_Puzzle → Puzzle_Gear(Clone) → ClueBox))

In the Hierarchy Select the ClueBox.

-In the Inspector click on Add new Clue to duplicate the last clue (spot1)



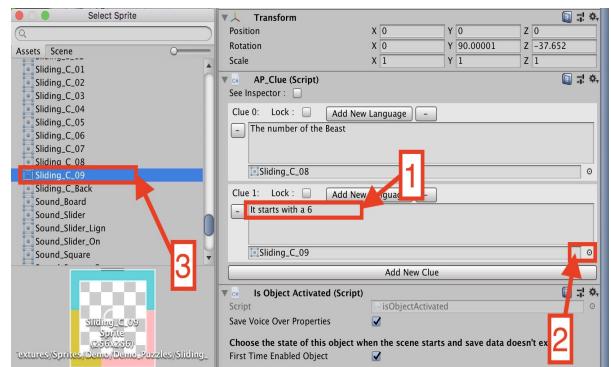
Info: The new clue is created



-Change second clue text to It starts with a 6 (spot 1).

-Press the small circle (spot 2)

-Choose the sprite Sliding_C_09 (Spot 3)



-Click on update + Play Game to start and update the game with the new ClueBox



-Go next to the divination Puzzle.

-Click on the UI Button to start the puzzle

-Click on the Clue/Hint button.



Info: A new window appears and display the clues. The Clue display the text and the sprite selected in the Inspector. If you have more than one clue arrows appears on screen to navigate between the clues.

-Press **Esc** to have access to the mouse

-Press button **Play** to stop the game



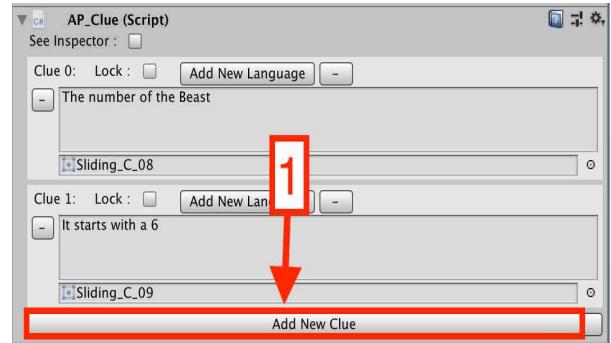
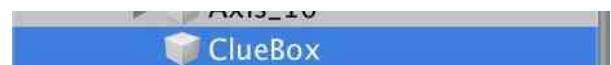
6.8.6.4-Lock Clue/Hint

For the example we are going to use the ClueBox created in section 6.8.6.1-Add Clue/Hint Module to a puzzle.

(Hierarchy → Grp_Puzzle → Puzzle_Gear(Clone) → ClueBox)

In the Hierarchy Select the ClueBox.

-In the Inspector click on Add new Clue to duplicate the last clue (spot1)

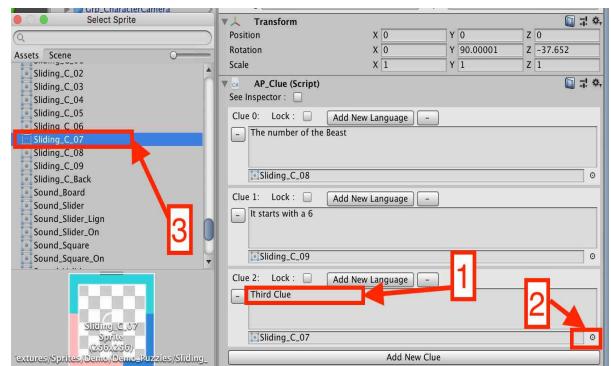


Info: The new clue is created

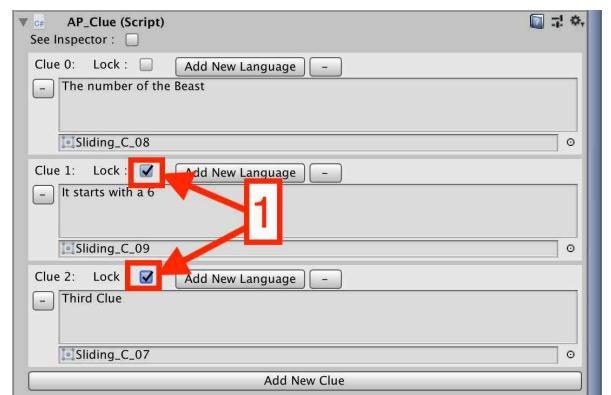
-Change third clue text to Third Clue (spot 1).

-Press the small circle (spot 2)

-Choose the sprite Sliding_C_07 (Spot 3)



-Check the box Lock for the second and the third clue (spot 1)



-Click on **update + Play Game** to start and update the game with the new ClueBox



-Go next to the **divination Puzzle**.

-Click on the **UI Button** to start the puzzle

-Click on the **Clue/Hint button**.

Info: A new window appears and display the clues.

Clue 1: is available.

Clue 2: is locked (Icon padlock).

If the player click on the padlock the clue can be unlocked.

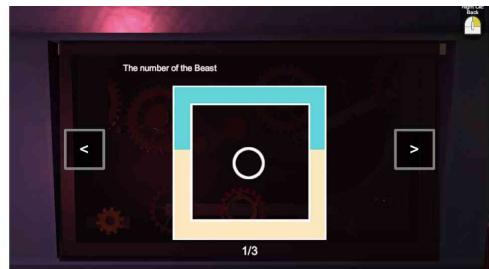
Clue 3: is not available even if the player clicks on the icon (Icon forbidden).

The player can only access the clue 3 when the Clue 2 is unlocked.

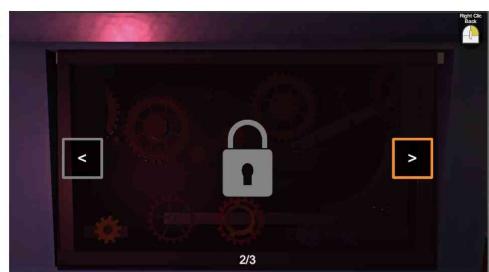
When the clue 2 is unlocked Clue 3 Icon becomes a padlock Icon.



Clue 1



Clue 2



Clue 3



-Press **Esc** to have access to the mouse

-Press button **Play** to stop the game



6.8.6.5-Play Ads to unlock a Clue (Mobile) (need scripting)

How it Works:

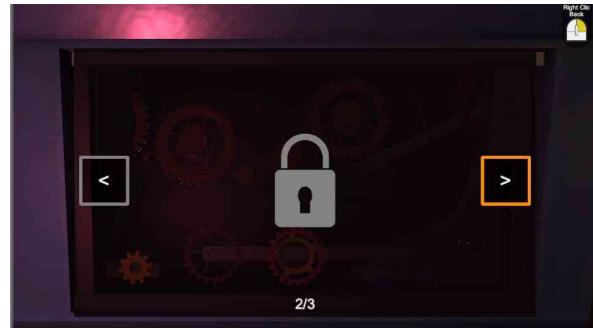
1-When the player click on the padlock the method **AP_Btn_ShowAds()** is called.

2-Inside this method:

it is possible for you to call the method to starts your Ads.

3-When the Ads is ended:

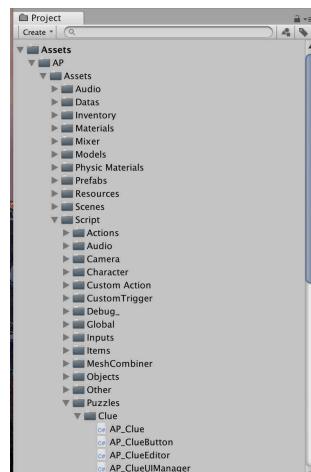
it is possible to unlock the Clue by calling the method **AP_UnlockClue()**



How To:

-Open the script **AP_ClueUIManager.cs** in your favorite script editor.

(Assets → AP → Assets → Script → Puzzles → Clue → AP_ClueUIManager)



```
36     public void AP_Btn_ShowAds()
37     {
38         if(obj_padLock.sprite == spriteLock){
39             Debug.Log("Show Ads");
40             ingameGlobalManager.instance.audioMenu.clip = a_Validate;
41             ingameGlobalManager.instance.audioMenu.Play();
42             //StartCoroutine(unlockClue());
43             // Call the method that starts your Ads
44         }
45         else{
46             ingameGlobalManager.instance.audioMenu.clip = a_Wrong;
47             ingameGlobalManager.instance.audioMenu.Play();
48             Debug.Log("Previous Clue must be unlock first");
49         }
50     }
```

ingameGlobalManager.instance.currentPuzzle.GetComponent<conditionsToAccessThePuzzle>().objClueBox.AP_UnlockClue();

-Put double slashes in front of line 42 (spot 1) or delete the line.

-Line 43 call the methods that starts your Ads (spot 2) (You will probably find this information on your Ads system documentation)

-Your Ads system have probably a method called when the Ads is ended (You will probably find this information on your Ads system documentation).

Copy this line of code inside this method:

ingameGlobalManager.instance.currentPuzzle.GetComponent<conditionsToAccessThePuzzle>().objClueBox.AP_UnlockClue();

Note: The line of code allows to unlock the current select Clue.

Important: Unlocked clues are saved only when the player save manually the game.

6.8.6.6-Clue depending the language

If you use multiple language it is possible to create clue for each language.



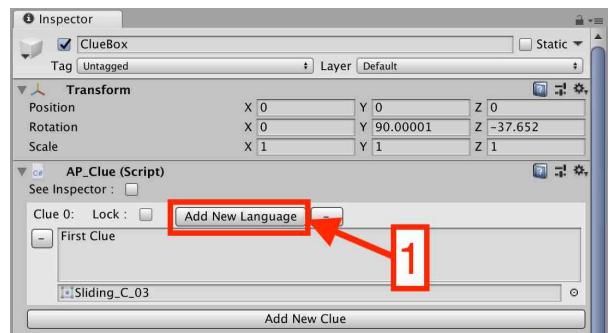
In the Hierarchy Select a ClueBox.

For the example we are going to use the ClueBox created in section **6.8.6.1-Add Clue/Hint Module to a puzzle**.

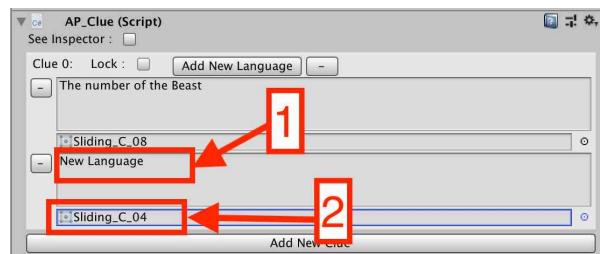
(Hierarchy → Grp Puzzle → Puzzle_Gear(Clone) → ClueBox))

Info: In the Inspector the first clue is already setup by default (spot 1).

-Click on Add New Language (spot 1)



-Change the text and the sprite for the second language (spot 1 and 2)



-Click on update + Play Game to start and update the game with the new ClueBox



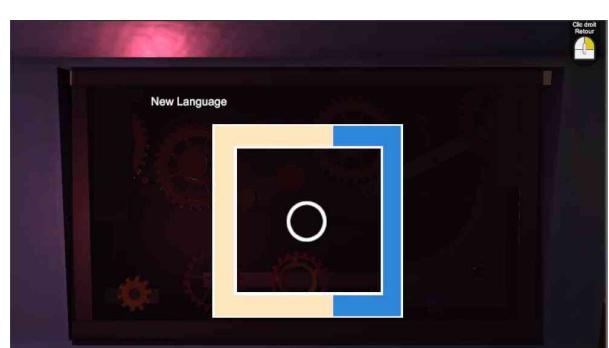
-Change the language on the Options Menu.



-Go next to the divination Puzzle.

-Click on the UI Button to start the puzzle

-Click on the Clue/Hint button.

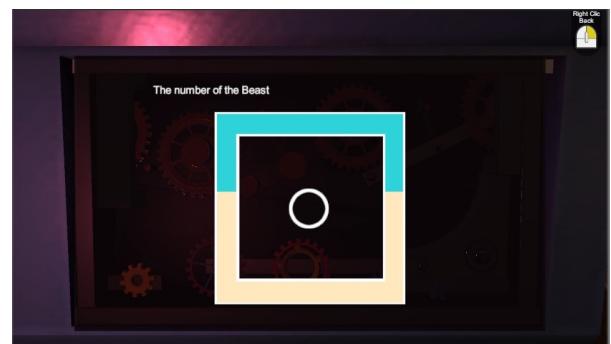


- Go next to the **divination** Puzzle.
- Click on the **UI Button** to start the puzzle
- Click on the **Clue/Hint button**.



Info: A new window appears and display the clue using the selected language. If the clue doesn't exist for the language the default clue is displayed.

-Press **Esc** to have access to the mouse



-Press button **Play** to stop the game



