



Downloadable package: Walking Dead template

Thanks for downloading the “Walking Dead template” package for Adventure Creator. This package contains an interface set-up that emulates the style of Telltale Games' Walking Dead series. The fonts are not available for commercial use without purchasing them from the author.

Installation

1. Navigate to Adventure Creator → Downloads → Walking Dead template
2. Select **WalkingDead_ManagerPackage**, and click **Assign managers** in the Inspector
3. Optionally, copy across your old Menus to the new Menu Manager with the copy/paste buttons. You can switch to your old Menu Manager by changing the **Asset file** field.
4. Re-assign your player prefab and other settings in the new Settings Manager

Notes

- In keeping with the game that inspired this interface, the Inventory menu is used to display what the player is carrying and nothing more. The act of combining inventory items with Hotspots in the world is done via the Interaction Menu. If you wish to enable interactions within the Inventory menu itself, select the menu in the Menu Manager and uncheck **Ignore cursor clicks?**.
- If you want the Interaction and/or Conversation menus to be keyboard-navigatable while the Source is Unity Ui Prefab, check **Auto-select first visible element?** in that menu's properties in the Menu Manager.

Sources

- [Creatinin Pap font](#)