

Objective System

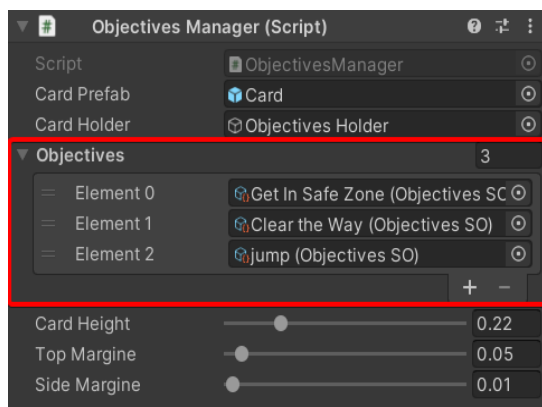
Documentation

Introduction :

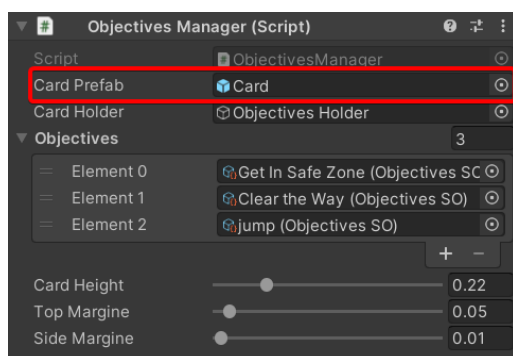
This is a system built to help implement objectives in your projects, it allows you to create different objectives with set goals, choose when an objective should be complete, and update the UI on the go .

How it Works :

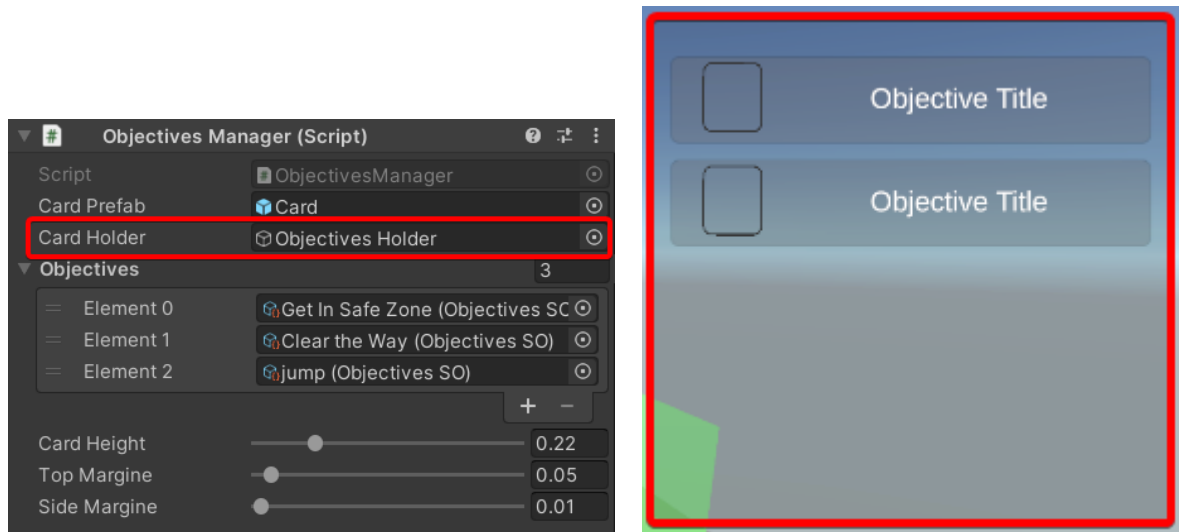
First , you need to make sure you have an object with the script “ **ObjectivesManager** ” , there you can add any objectives you want to load at the start .



You also need to assign a card prefab , which is the UI prefab instantiated for each objective, you can assign any prefab you want to it or use the “ **Card** ” prefab that came with the package .



You also need to set up the Card Holder reference , which references which UI elements to create the UI Cards under, the **parent** .



After that you are all set up , there are float parameters that change how the cards are laid out on the holder panel , but you don't need to change the values for it to work .

Check “ **Example Scene** ” To understand better !!

How to add and remove Objectives in play :

This step is simple, if you want to add an objective, reference the objective manage instance, and call `AddObjective()` and pass which objective you want to add :

```
ObjectivesManager.instance.AddObjective(objective);
```

And to remove an objective you just call `RemoveObjective()` and pass which objective you want to remove :

```
ObjectivesManager.instance.RemoveObjective(objective);
```

How to Check and UnCheck Objectives :

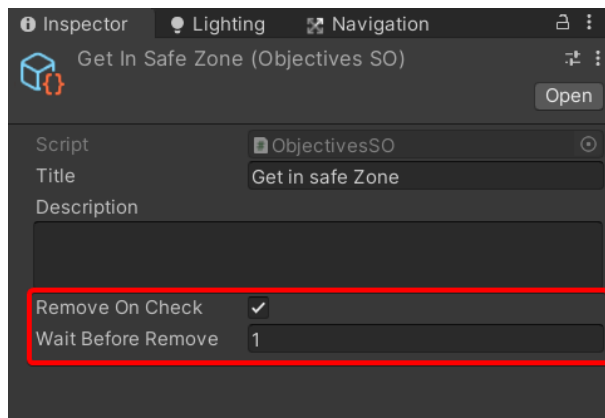
This step is also simple, if you want to check an objective, reference the objective manage instance, and call `CheckObjective()` and pass which objective you want to Check :

```
ObjectivesManager.instance.CheckObjective(objectiveToBeValidated);
```

And to UnCheck an objective you just call `UnCheckObjective()` and pass which objective you want to UnCheck :

```
ObjectivesManager.instance.UnCheckObjective(objectiveToBeValidated);
```

!! there is an option to remove the objective with a delay after it gets checked !!

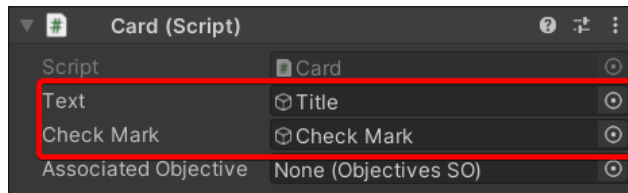


How to add more info to the Objective Scriptable object :

To add any type of info or variable, just open the “ **ObjectivesSO** ” script , there you find already existing fields, you can have any fields you want , feel free!

How to Create A Custom Card :

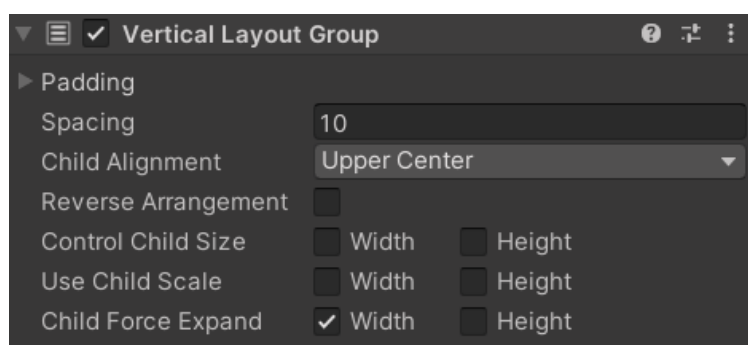
This step might be a bit tedious depending on how much you want to change, I would recommend duplicating the card prefab and working with that, you can change anything you want , just make sure the references are set up correctly on the “**Card**” script .



You need to keep the associated objective reference set to None, it gets filled through the manager.

Cards Positioning :

The cards are positioned using **Vertical Layout Group**, which will lay the cards in a list like layout, anything related to the position can be changed by manipulating this component.



If you have any questions feel free to contact me at alla2001@hotmail.fr .