Tuto: Integrate Puzzle in Adventure Creator using Puzzle Creator

First of all we consider:
-We start from an empty project.

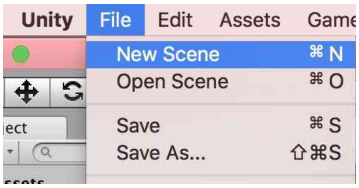
-Adventure creator was imported into the project.

-Puzzle Creator was imported into the project.

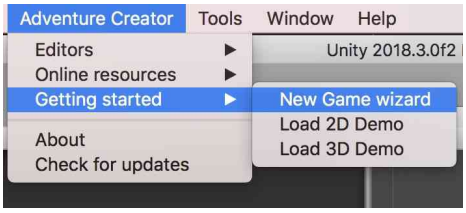
-Puzzle Creator has been configured to be integrated into an existing project.
(**If not:**
Read Doc Part 1 section
Tutorial 02: Integrate Puzzle Creator in an existing project
steps 2 and 3.)

Step 1: Setup a new project

Create a new Scene (Ctrl + N)



Go to Adventure Creator → Getting started → New Game wizard.

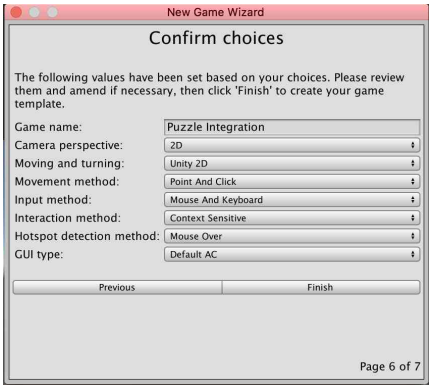


A new window appears.

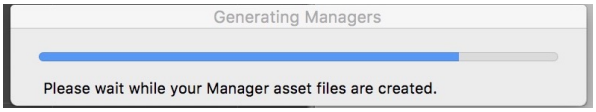
-Press Next button.

Page 2: Write Puzzle Integration
Page 3: 2D
Page 4: Context Sensitive
Page 5: Default AC

Page 6: Press the button Finish

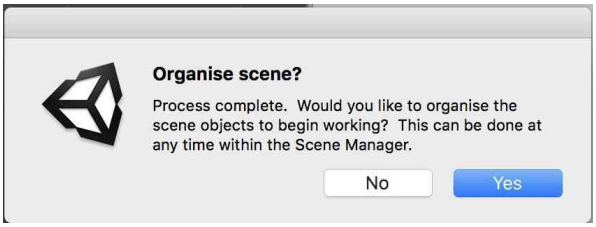


*(**Info**: New files are created in the Project folder.)*

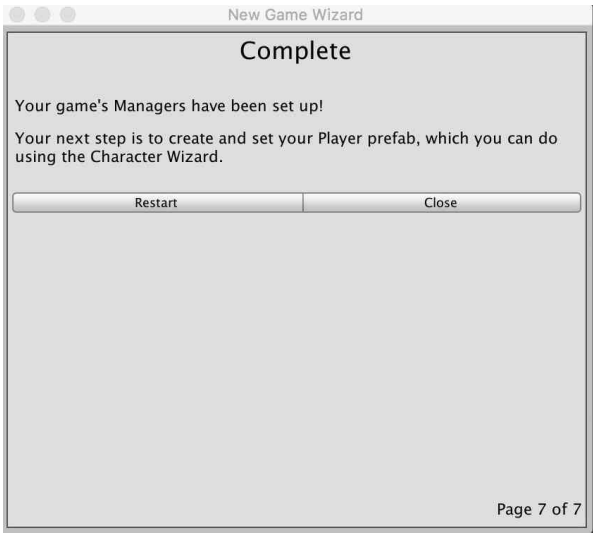


*(**Info**: A new window appears.)*

-Press Yes.



-In the window New Game Wizard:
Press Close



-Go to
Adventure Creator → Editors → Game Editor.

*(**Info**: A new window appears.)*

Select the tab Scene (spot 1)

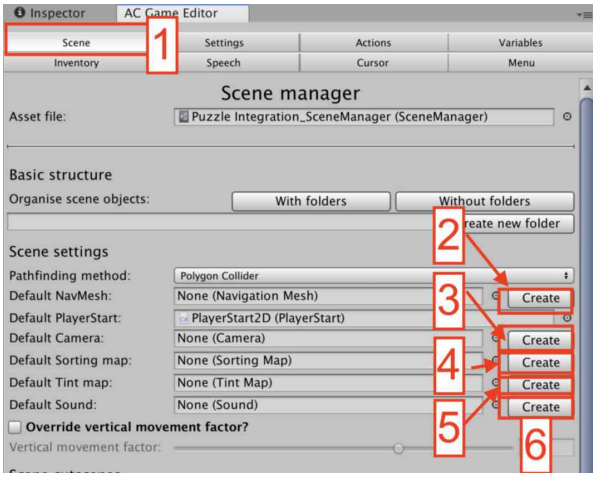
In section Scene settings:
Create Default NavMesh by pressing Create (spot 2).

Create Default Camera by pressing Create (spot 3).

Create Default Sorting map by pressing Create (spot 4).

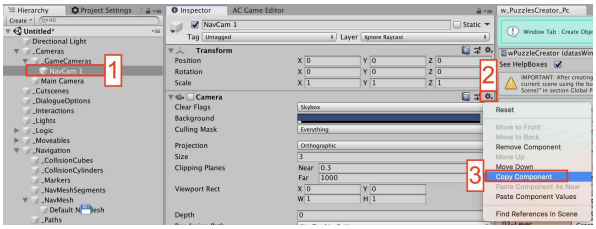
Create Default Tint map by pressing Create (spot 5).

Create Default Sound by pressing Create (spot 6).



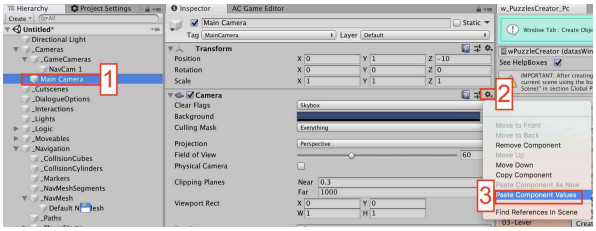
-In the Hierarchy select NavCam 1 (spot 1)
(Project tab → _Cameras → _GameCameras → NavCam 1)

-In the Inspector, go to the Camera component.
Press the small gear (spot 2)
Choose Copy component (spot 3)



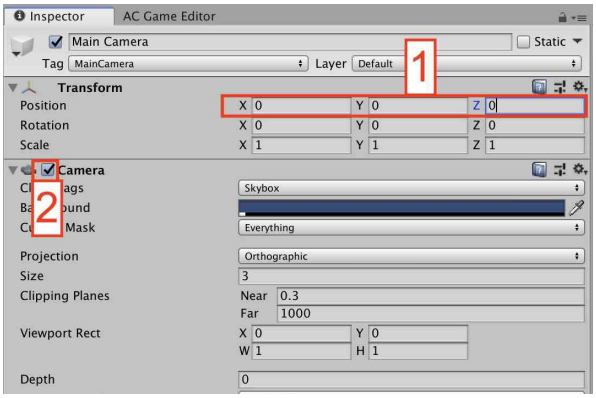
-In the Hierarchy select Main Camera (spot 1)
(Project tab → _Cameras → Main Camera)

-In the Inspector, go to the Camera component.
Press the small gear (spot 2)
Choose Past component values (spot 3)



-In the Inspector change the transform position to X=0 Y= 0 Z= 0 (spot 1)

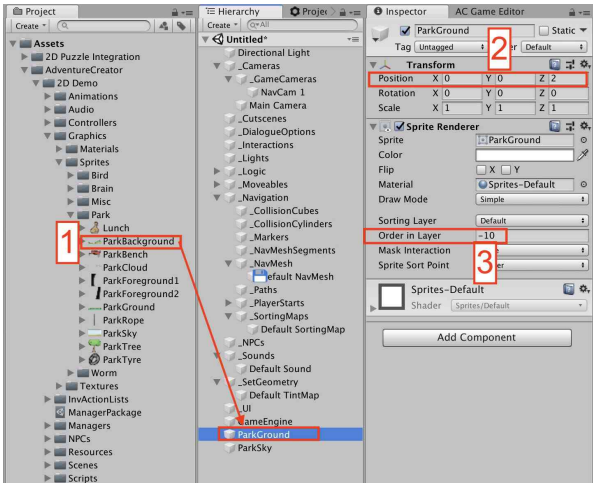
Check the box next Camera (spot 2)



Drag and Drop ParkGround in the Hierarchy (spot 1) *(Project Tab: Adventure Creator → 2D Demo → Graphics → Sprites → Park → ParkGround)*

In the Inspector Change Transform to (spot 2):
Position X = 0 Y = 0 Z = 2

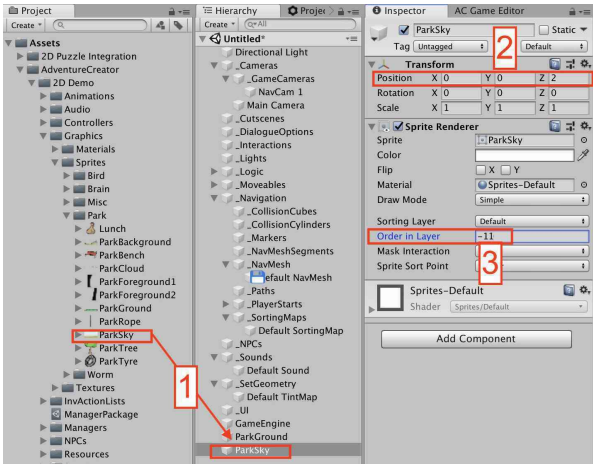
Change order in Layer to -10 (spot 3)



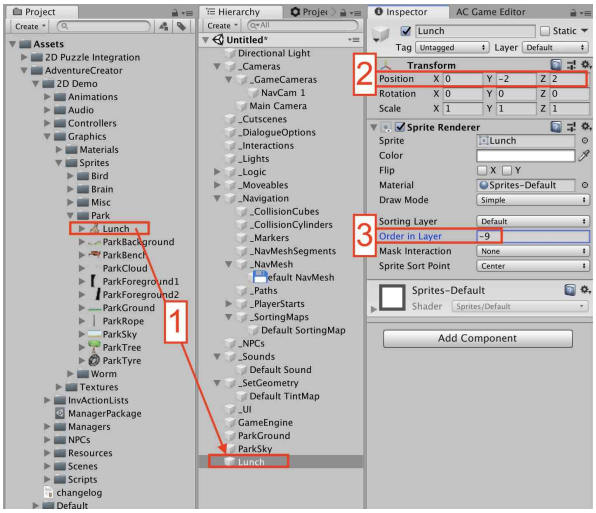
Drag and Drop ParkSky in the Hierarchy (spot 1)
(Project Tab: Adventure Creator → 2D Demo → Graphics → Sprites → Park → ParkSky)

In the Inspector Change Transform to (spot 2):
Position X = 0 Y = 0 Z = 2

Change order in Layer to -11 (spot 3)



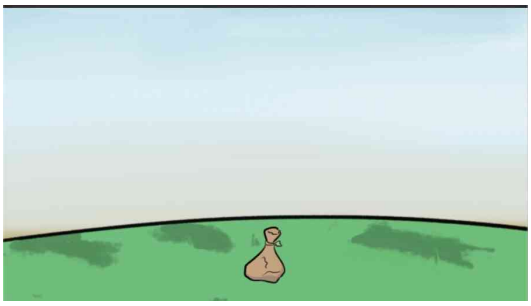
Drag and Drop Lunch in the Hierarchy (spot 1)
(Project Tab: Adventure Creator → 2D Demo → Graphics → Sprites → Park → Lunch)



In the Inspector Change Transform to (spot 2):
Position X = 0 Y = -2 Z = 2

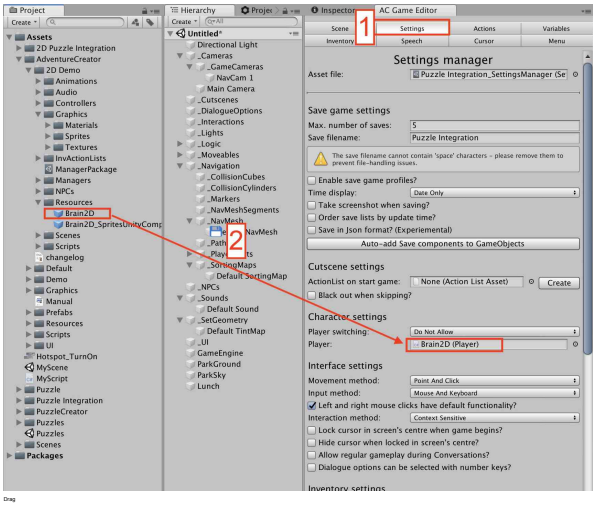
Change order in Layer to -9 (spot 3)

***Info**: You should have this*



-Go to
Adventure Creator → Editors → Game Editor.

*(**Info**: A new window appears.)*



Select the tab Settings (spot 1)

In section Character settings:
Drag and drop Brain2D in the empty slot Player (spot 2)
(Project Tab: Adventure Creator → 2D Demo → Resources → Brain2D)

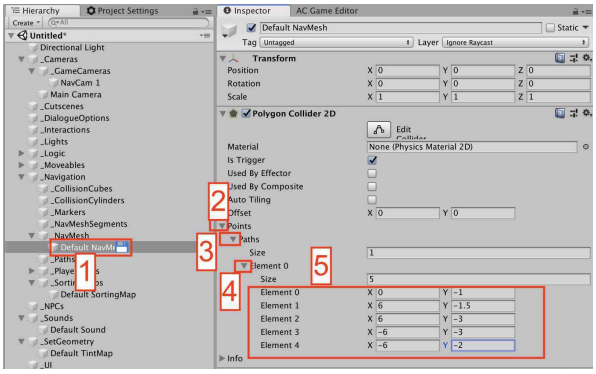
In the Hierarchy select Default NavMesh (spot 1)
(Hierarchy: _Navigation → _NavMesh → Default NavMesh)

In the Inspector Points array by pressing triangle (spot 2)

Press the triangle to open path (spot 3).

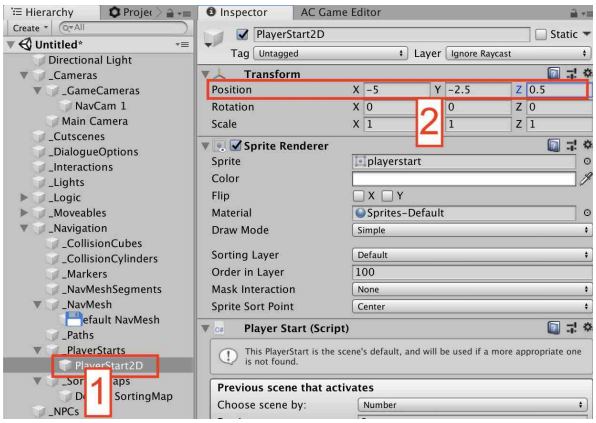
Press the triangle to open Elements (spot 4).

Change the values (spot 5)
Element 0: X= 0 Y= -1
Element 1: X= 6 Y= -1.5
Element 2: X= 6 Y= -3
Element 3: X= -6 Y= -3
Element 4: X= -6 Y= -2



In the Hierarchy select PlayerStart2D (spot 1)
(Hierarchy: _PlayerStarts → PlayerStart2d)

In the Inspector change the position to (spot 2):
Position: X = -5 Y = -2.5 Z = 0.5



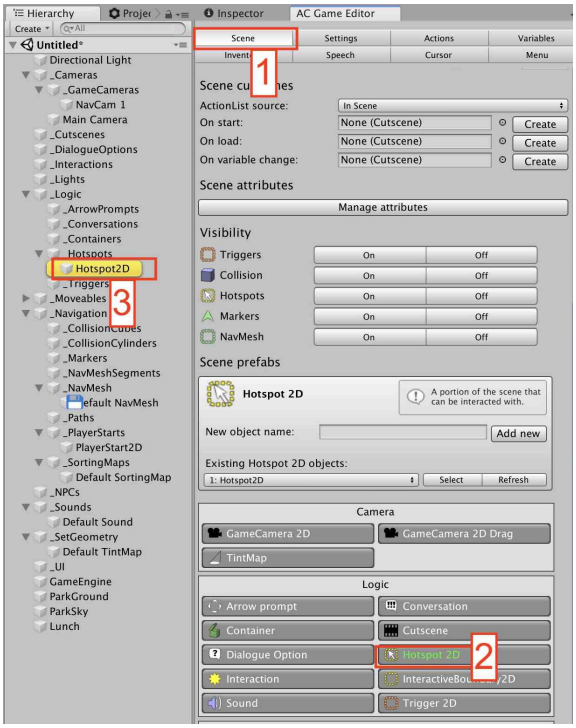
Step 2: Create a Hotspot

-Go to
Adventure Creator → Editors → Game Editor.

-Select the tab Scene (spot 1)

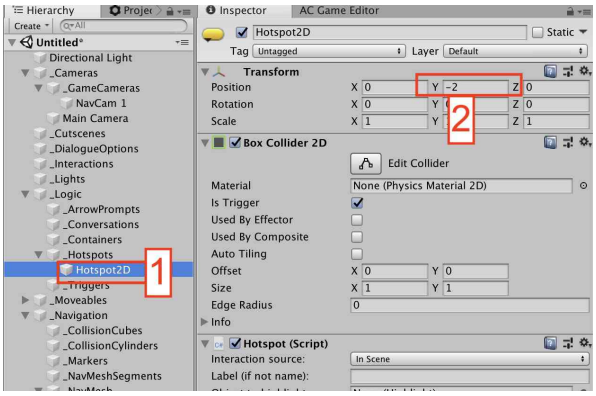
In section Logic:
-Press 2 times the button Hotspot 2D (spot 2)

*(**Info**: A Hotspot is created in the Hierarchy (spot 3))*



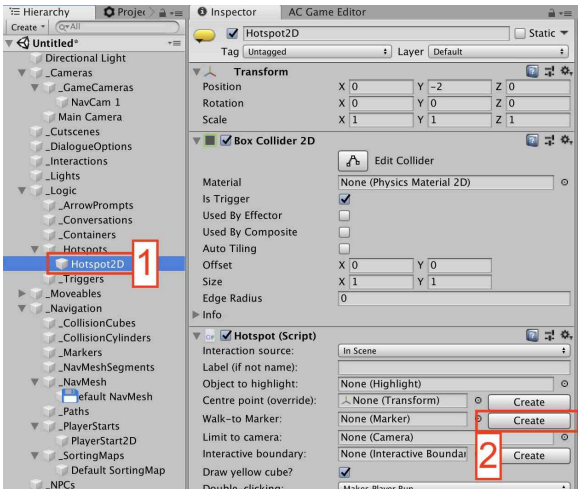
-In the Hierarchy select Hotspot2D (spot 1)
(Hierarchy: _Logic → _Hotspot → Hotspot2D)

-In the Inspector change the transform to (spot 2):
Position: Y = -2 (spot 2)



-In the Hierarchy select Hotspot2D (spot 1)
(Hierarchy: _Logic → _Hotspot → Hotspot2D)

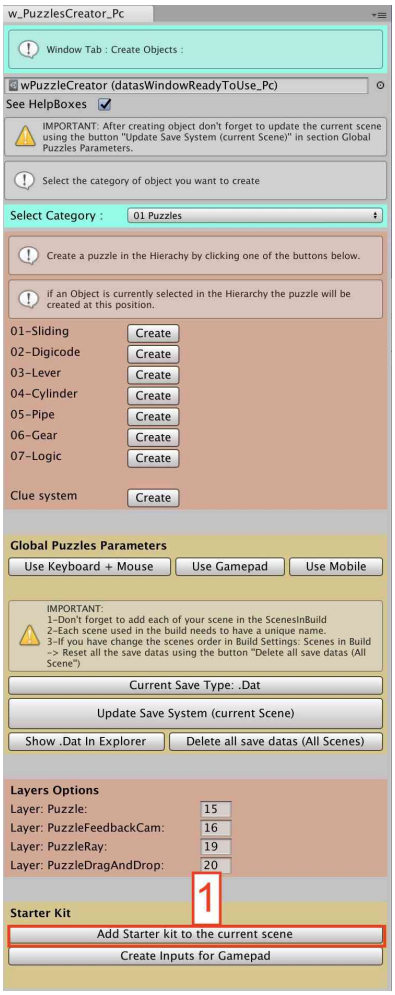
-In the Inspector press the Create next to walk-to marker (spot 2).



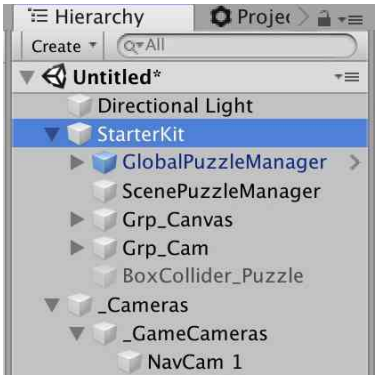
Step 3: Setup Puzzle Creator in a scene

Go to Tools → Puzzles → Puzzles Creator (w_PuzzlesCreator)

Press the button
Add Starter Kit to the current scene (spot 1)

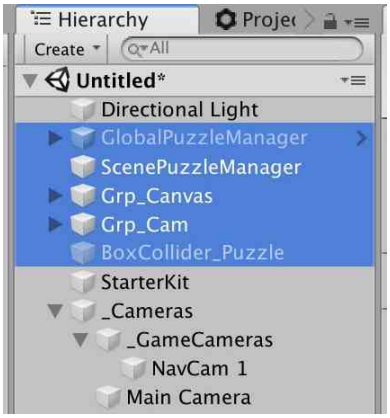


A new object StarterKit is created in the root of the Hierarchy.



Move the objects contained in StarterKit on the root of the Hierarchy.

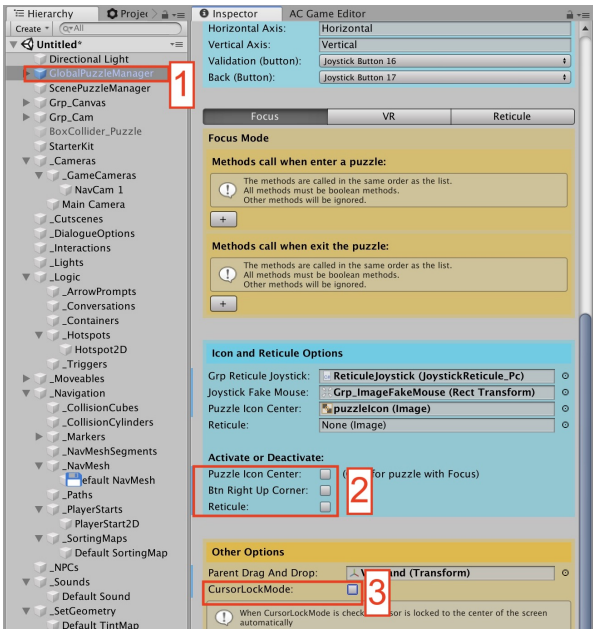
GlobalPuzzleManager
ScenePuzzleManager
Grp_Canvas
Grp_Cam
BoxCollider_Puzzle



In the Hierarchy select GlobalPuzzleManager (spot 1).

In the Inspector Uncheck (spot 2):
Puzzle Icon Center
Btn Right UpCorner
Reticule

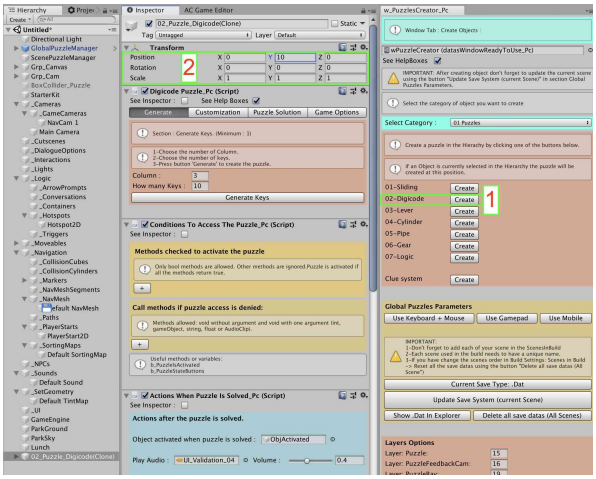
Uncheck (spot 3):
CursorLockMode



Step 4: Add a puzzle to the scene

Go to Tools → Puzzles → Puzzles Creator (w_PuzzlesCreator)

Press Create next to 02-Digicode (spot 1)

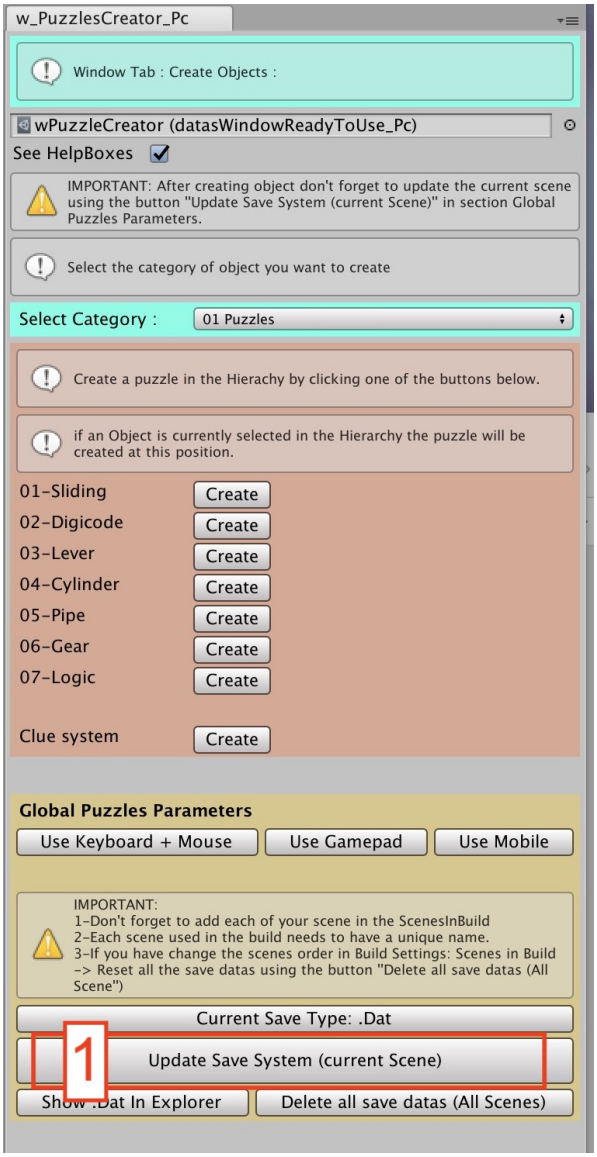


*(**info**: a new puzzle is created in the Hierarchy)*

In the Inspector
Change the puzzle transform to (spot 2):
Position: X = 0 Y = 10 Z = 0
Rotation: X = 0 Y = 0 Z = 0
Scale: X = 1 Y = 1 Z = 1

Go to Tools → Puzzles → Puzzles Creator (w_PuzzlesCreator)

-Press Update Save System (current scene) (spot 1)

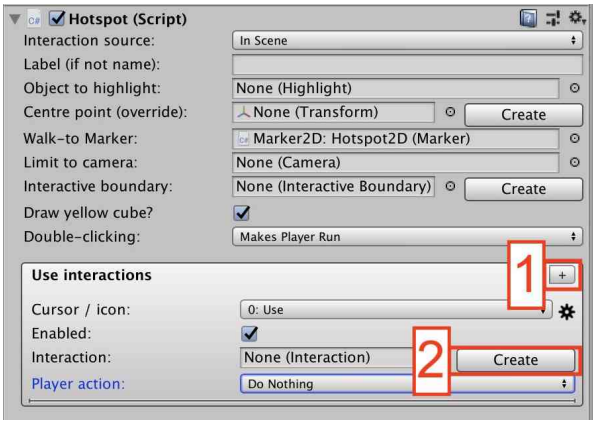


Step 5: Setup the Hotspot to start a puzzle

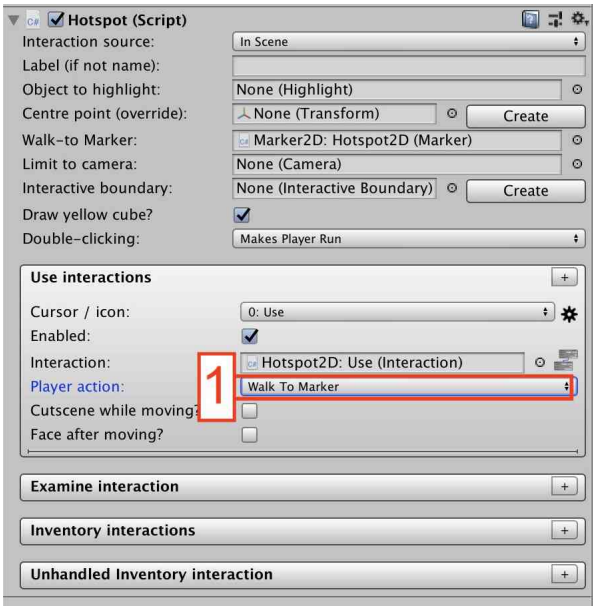
-In the Hierarchy select Hotspot2D
(Hierarchy: _Logic → _Hotspot → Hotspot2D)

-In the Inspector press + button next in Use Interactions section (spot 1).

Press Create (spot 2)



Select Walk to Marker in the drop box menu next to Player Action



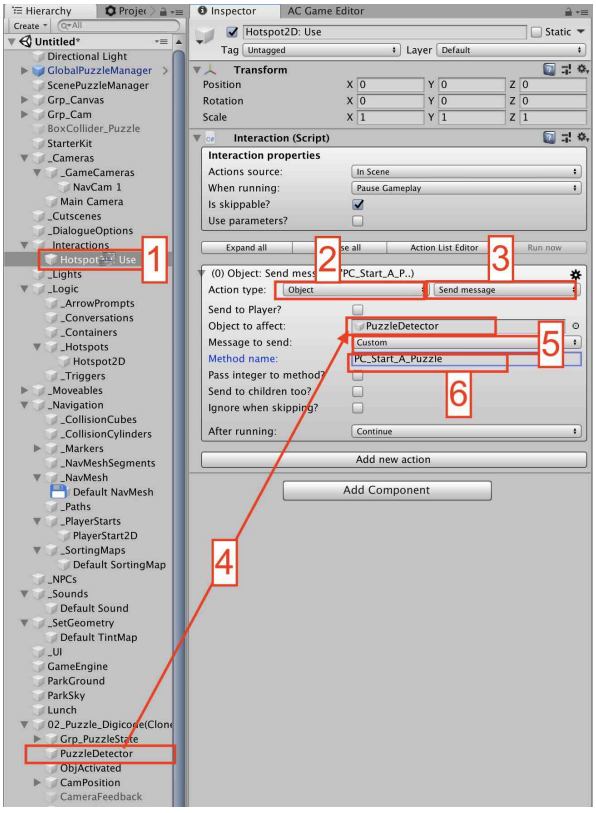
-In the Hierarchy select Hotspot2D: Use (spot 1)
(Hierarchy: _Interactions → Hotspot2D: Use)

-In the Inspector in Action Type Section choose:
Object (spot 2)
Send Message (spot 3)

-In Object to affect (spot 4):
Drag and drop PuzzleDetector.
(Hierarchy: 02_Puzzle_Digicode(Clone) → PuzzleDetector)

-In message to send (spot 5):
Choose Custom

-In Method Name (spot 6):
Write PC_Start_A_Puzzle



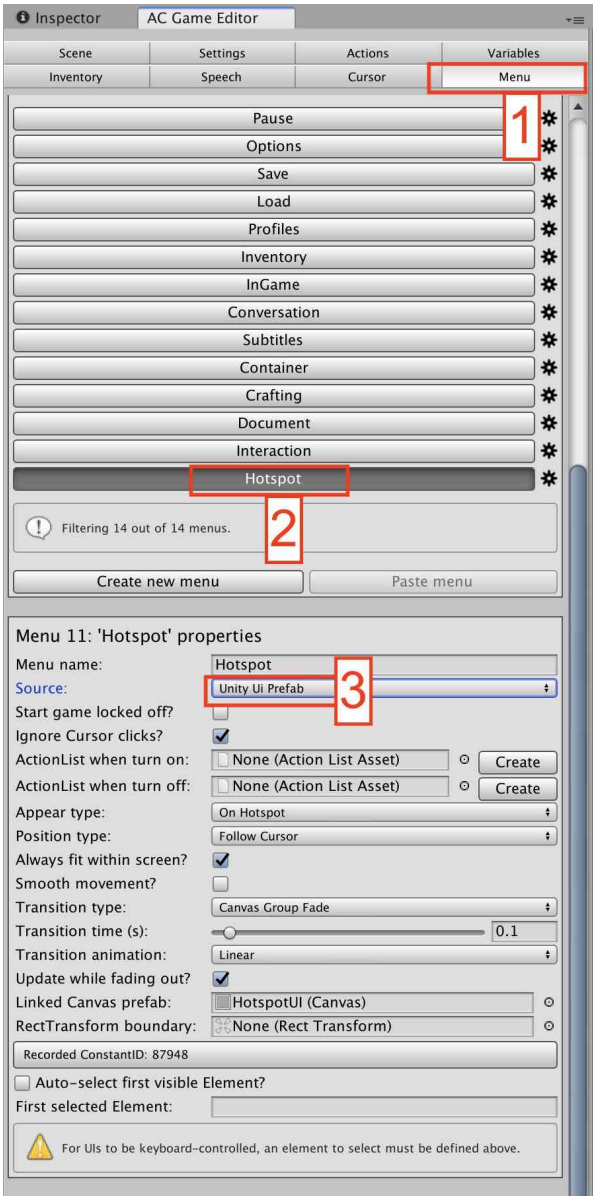
-Go to
Adventure Creator → Editors → Game Editor.

-Select the tab Menu (spot 1)

-Press Hotspot (spot 2)

-Choose Unity Ui Prefab in the drop down menu next to source (spot 3)

*(**Info**: We choose to use Unity Ui Prefab because it prevents an issue when the player leaves a puzzle).*



Step 7: Test

-Press Play to test the scene.

-Click on the Hotspot.

1-The player move to the hotspot.
2-The puzzle starts/

-Press the button Exit puzzle in the scene view.

3-The player leaves the puzzle.
4-The player can move again in the scene.

Step 8: Save the puzzle

Case:1

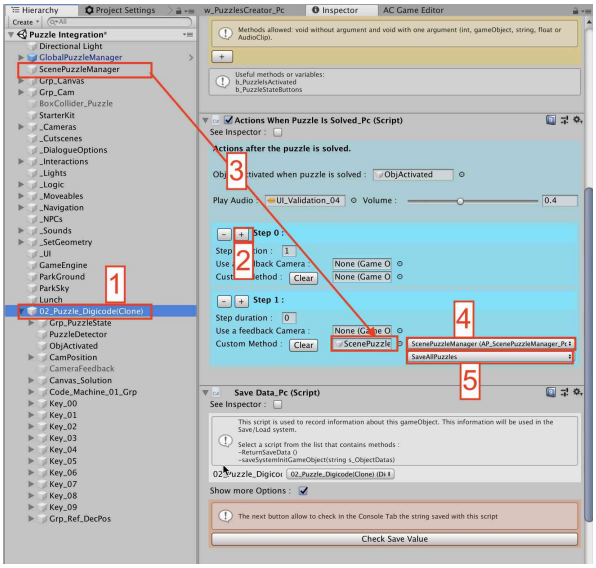
-In the Hierarchy select 02_Puzzle_Digicode(Clone) (spot 1)

-In the Inspector section Action after the puzzle is solved press + next to Step 0 (spot 2)

-Drag and drop ScenePuzzleManager in the empty field (spot 3)

-Select the script AP_ScenePuzzleManager_PC (spot 4)

-Select the method SaveAllPuzzles (spot 5)
*(**info**: This method save all the puzzles states contained in the current scene)*



1-Press Play to start the scene.

2-Click on the Hotspot.

3-Solve the puzzle (Press four time 0)

4-Press the button Exit puzzle in the scene view.

5-Press Play to stop the scene.

6-Press Play again to start the scene.

7-Click on the Hotspot. The puzzle is already solved.

8-Press Play to stop the scene.

Case 2:

If you prefer to call manually the puzzle save system
Case 2 is useful when you want to leave the scene and want to save the current states of the puzzles contained in the current scene.

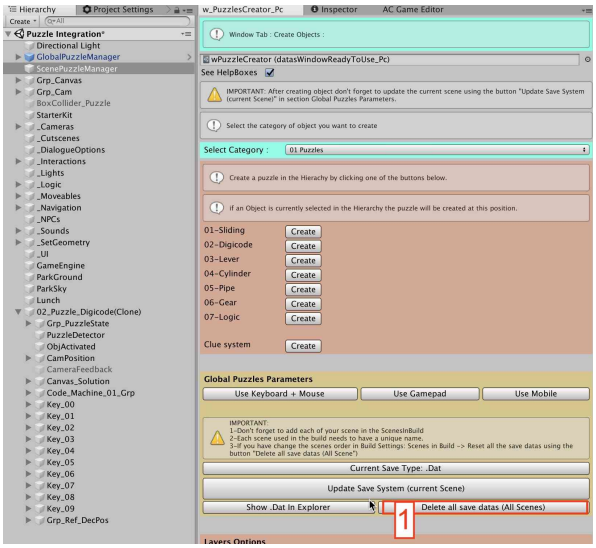
You can call those next 2 lines in any script:

```
AP_ScenePuzzleManager_Pc.scenePuzzleManager = GameObject.Find("ScenePuzzleManager").GetComponent<AP_ScenePuzzleManager_Pc>();

scenePuzzleManager.SaveAllPuzzles();
```

To reset the puzzles:
Go to Tools → Puzzles → Puzzles Creator (w_PuzzlesCreator)

-Press the button Delete all save datas (spot 1)



Step 9: More Info

-If you want to create a new puzzle in your scene:
Follow the steps 2, 4, 5, 6

-You can only use the focus mode to integrate puzzle in Adventure Creator.