First Person Narrative Adventure + Complete Puzzle Engine

Documentation.

Where to begin:

Step 1: Try the mini adventure demo.
Open scene Demo. *(Project tab: AP → Demo → Demo)*

Default inputs are:
- Arrows to move and Mouse to look around.
- I for Inventory
- J for Diary
- P or Escape for Pause

Info: *In demo scene some objects use a Mesh Combiner (more info in Doc Part 4)*

If you have problems to run the demo read section: 1-Configuring the project

Step 2: Try the Puzzle Showroom:

7 Types of puzzles are available. The system is designed to create an infinity of variations from these 7 types of puzzles.

Open scene 02_Showroom_Puzzle to test the puzzle variations included in the asset.
Project tab: AP → Assets → Scenes → Showroom → 02_ShowRoom_Puzzle

Info: *02_Showroom_Puzzle allows to test the 40 ready to use puzzles.*

Step 3: Read the next sections in the documentation to learn the basics of the asset.

2-Tuto 01: Setup a new project more info
3-Tuto 02: Create the first adventure more info
4-Tuto 03: Learn more features more info

To go further read:

5.1 Prefabs: Ready To use (more info in Doc Part 2)

If you don't find information you are looking for in the documentation contact us at:
targetsoundfx@gmail.com

Note: We really appreciate if you could post a review on the assets store. It helps us to develop and add new updates to the asset. Have fun.
Best regards,
Pierre from TargetStudio.

Table of contents:

Part 1: Tutorials

Part 2: Everything in details

16-Audio Doc Part 5

16.1- Choose Audio Group (Ambiance, Music, Fx, Voice Over)

16.2-Ignore Pause (sound is played even if Pause Mode is activated)

17-Troubleshooting Doc Part 5

18-Scripting Doc Part 5

18-1 How to create a boolean method

18-2 How to use a boolean method

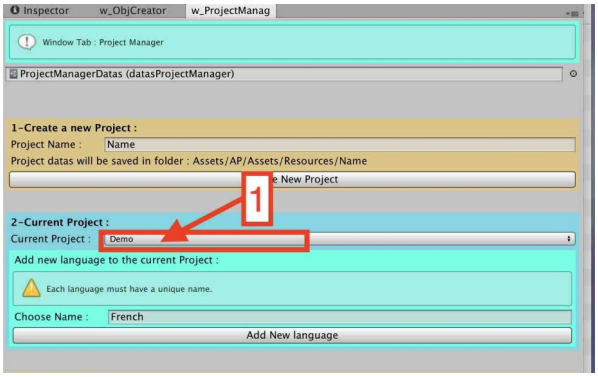
Part 1: Tutorials

1-Configuring the project

-Go to Tools → AP → Project Manager (w_ProjectManager)

Info: *A new window appears on screen*

-In section 2-Current Project Check if the current Project is set to Demo in the dropdown list (spot 1)



2-Tuto 01: Setup a new project

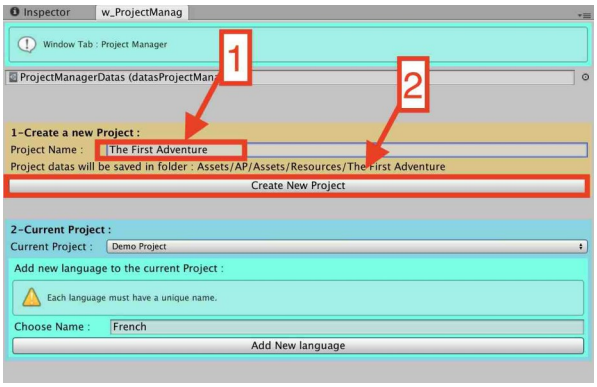
Step 1: create new project.

-Go to Tools → AP → Project Manager (w_ProjectManager)

Info: *It is possible to choose the project name in w_ProjectManager window tab.*

-For this example write The First Adventure inside field Project Name (spot 1).

-Click on button Create New Project to generate all the files needed by the project (spot 2).

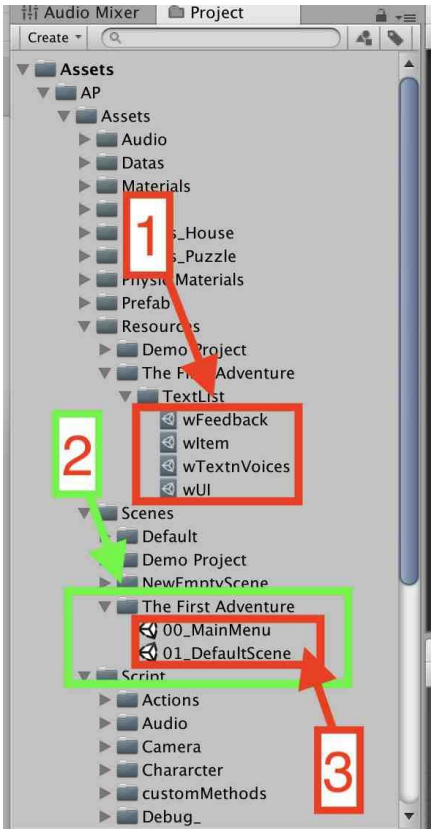


Info 1: Data is created to manage the different parts of the asset (spot 1).

Info 2: Inside the folder Scenes *(AP → Assets → Scenes)*
a new folder The First Adventure was created. (spot 2). *This folder will contain all the scenes needed for the project.*

The scene 00_MainMenu is the first scene when the game is launched.

The scene 01_DefaultScene is the first scene with gameplay.



INFO IMPORTANT:
In order not to make the tutorial too long, we will not look at the other settings of the w_ProjectManager.
However, be aware that w_ProjectManager allows to:
-Switch between multiple project,
-Create a new language (more info in Doc Part 5: Section 13),
-Create a new scene (more info in Doc Part 5: Section 11.1),
-Choose data type.

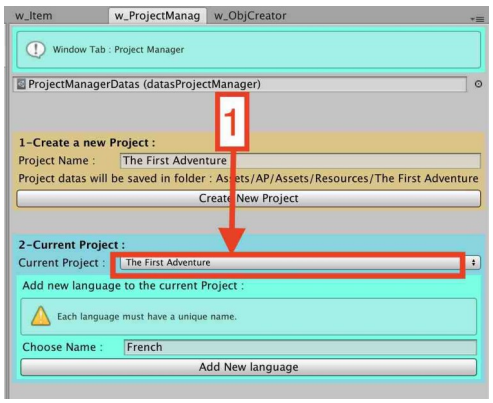
3-Tuto 02: Create the first adventure

IMPORTANT: This tutorial use the project The First Adventure created in Tuto 01.

Step 1: Selected project The First Adventure in the Project Manager

-Go to Tools → AP → Project Manager (w_ProjectManager)

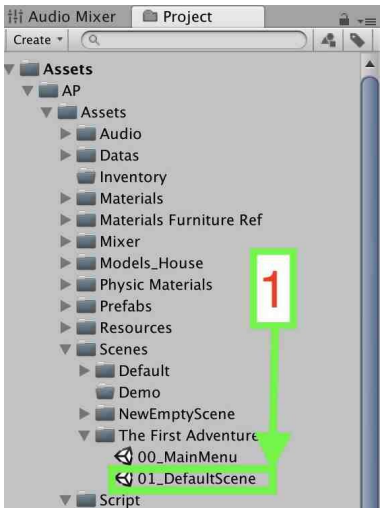
-Inside w_ProjectManager window Choose: The First Adventure in Current Project dropdown list.(spot 1).



Step 2:

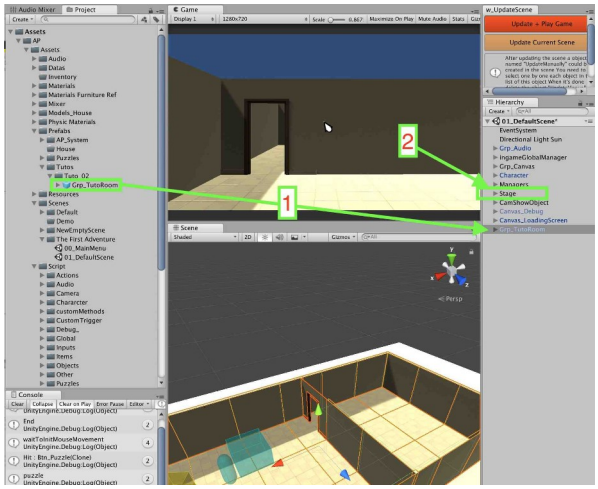
-Open the scene 01_DefaultScene (spot 1)
Project Tab → Assets → AP → Assets → Scenes → The First Adventure → 01_DefaultScene

Info: *In each project the 01_DefaultScene is the scene with gameplay.*



Step 3:

-Drag and drop in the Hierarchy the prefab Grp_TutoRoom (spot 1).
Project Tab → Assets → AP → Assets → Prefabs → Tutos → Tuto_02 → Grp_TutoRoom



Change Grp_TutoRoom transform to:
Position : X = 0 Y= 0 Z = 0
Rotation : X = 0 Y= 0 Z = 0
Scale : X = 1 Y= 1 Z = 1

-Delete Stage in the Hierarchy (spot 2).

Step 4: Create a door

-Go to Tools → AP → Object Creator (w_ObjCreator)

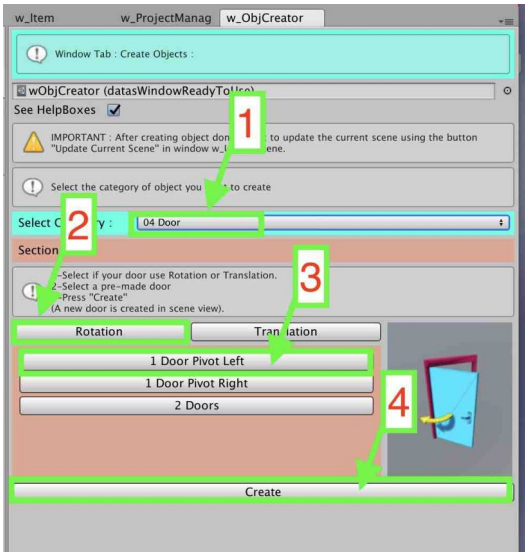
Info: *The window w_ObjCreator allows to create all the different types of object that can be created in this asset (door, drawer, wardrobe, puzzle, items …)*

-Select 04 Door in the dropdown menu (spot 1)

-Click the button Rotation to select a door using rotation (spot 2).

-Click the button 1 door Pivot Left to select one door with its pivot on its left (spot 3)

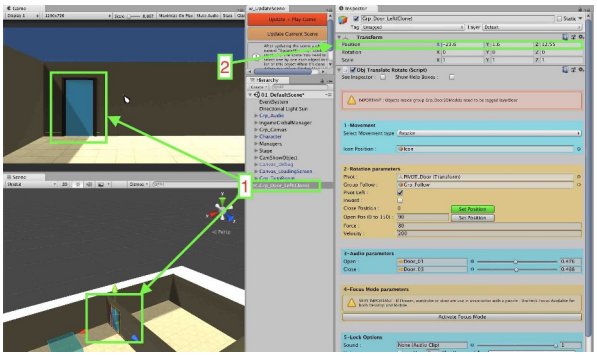
-Click Create to create the door in the Hierarchy (spot 4).



Info*: The new door is automatically selected in the Hierarchy (spot 1).*

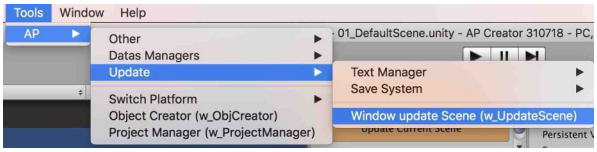
-In the Inspector change sc_Grp_Door_Left(Clone) transform to (spot 2):

Position: X = -23.52 Y= 1.635 Z = 12.563
Rotation: X = 0 Y= 0 Z = 0
Scale: X = 1 Y= 1 Z = 1



VERY VERY IMPORTANT:
After creating or editing elements in the scene, the save system must be updated. A button call Update + Play (spot 1) allows to update the scene and automatically start the scene right after.

-Go to : Tools → AP → Update → Window Update Scene (w_UpdateScene)
to access Update + Play button.



We suggest that you always use the button Update + Play to start the scene.

Info*: If you only press the Unity Play button (spot 1) you may have errors in the console Tab after starting the scene.*

Step 5: Test the scene

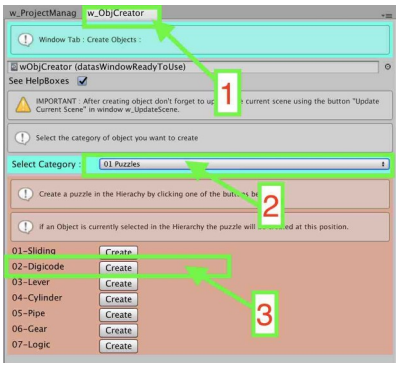
-Press button Update + Play (spot 1)
-Move the player with arrow and mouse.
-Approach near the door. A white circle appears on screen.
-Click on the white circle to open the door.

-Press Esc to display the mouse cursor.
-Press button Play to stop Unity Play Mode (spot 1)

INFO IMPORTANT:
When the scene starts the mouse cursor is locked on the center of the screen, press Escape to unlock the cursor.

In order not to make the tutorial too long, we will not customize the parameters of the door. However, be aware that it is possible to create different types of doors, drawers and wardrobes. (more info in Doc Pat 3: Section 7.2)

Step 6: Add puzzle to the scene

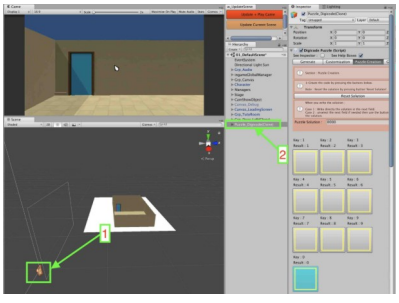


-Go to the window tab w_ObjCreator (spot 1)
Tools → AP → Object Creator (w_ObjCreator)

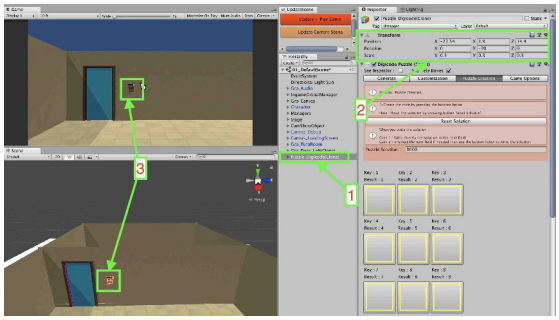
-In the dropdown list select Category select 01 Puzzles (spot 2)

-Press button Create next to 02-Digicode (spot 3)

***Info**: The new puzzle is created in the scene view (spot 1) and auto-selected in the Hierarchy (spot 2).*



Step 7: Change the puzzle position and scale



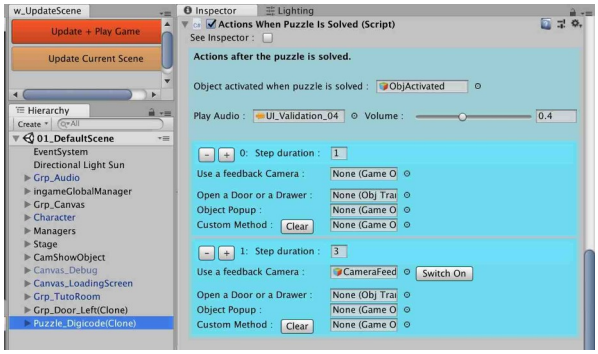
-Select Puzzle_Digicode(Clone) in the Hierarchy (spot 1)

-In the Inspector change the Transform to (spot 2):
Position: X = -23.54 Y = 1.9 Z = 14.4
Rotation: X = 0 Y = -90 Z = 0
Scale: X = 0.3 Y = 0.3 Z = 0.3

Info: *To avoid issue, always scale the size of the group containing all the puzzle elements.*

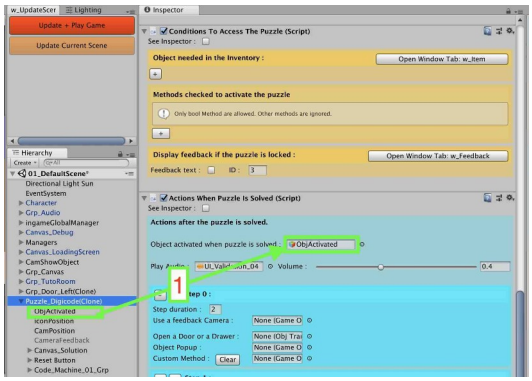
INFO IMPORTANT:
In order not to make the tutorial too long, we will not customize the puzzle parameters. However, be aware that it is possible to create 7 types of puzzles. It is possible to customize all the puzzles to create your unique puzzles. (more info in Doc Part 2: Section6)

Step 8: Choose Actions when the puzzle is solved.



Info: When the player has solved a puzzle, it is possible to do actions such as opening a door, unlocking a drawer...
To do those tasks, each puzzle as a script actionsWhenPuzzleIsSolved.cs attached to it.

How it works:
-First, by default, when the puzzle is solved the Object ObjActivated is activated in the Hierarchy (spot 1).



This object can be find in each type of puzzle.

-Secondly, when the puzzle is solved a sound is played (spot 1) and its volume can be modify (spot 2).

-Thirdly, when the puzzle is solved a step by step system allows to create a sequence of actions.

By default, 2 steps are already created.
Step 0: (spot 1) and Step 1 (spot 2)

Inside each step you find:
Step Duration: The duration before going to the next step.

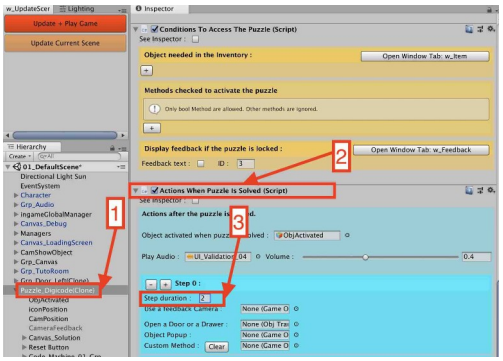
In a step you can do multiple actions at the same time:
Use a feedback Camera (spot 1)
Open a door or a drawer (spot 2)
Object popup (spot 3)
Custom method (spot 4)

In this example when the puzzle is solved:
Step 0 is used to wait 2s in front of the puzzle.
Step 1 is used to trigger the feedback camera and open the door.

-Select Puzzle_Digicode(Clone) in the Hierarchy (spot 1)

In the Inspector go to the section Actions When Puzzle Is Solved. (spot 2)

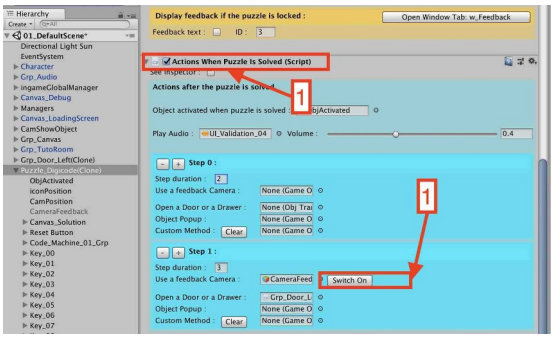
-Change the step duration to 2 in step 0 (spot 3)



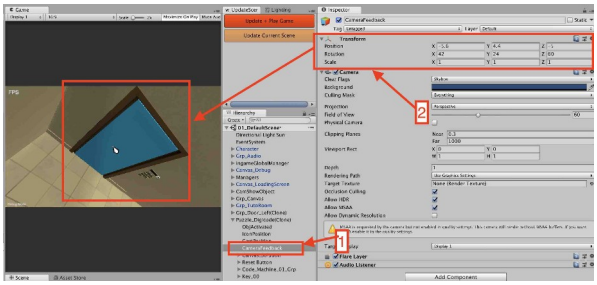
Step 8.1: Activate the feedback camera.
Info: Inside each puzzle you will find an object named CameraFeedback.

-In the Inspector go to the script Actions When Puzzle Is Solved (spot 1)

-Click on Switch On (spot 2) to test and choose position for the feedback camera in the scene view.



-Select the CameraFeedback in the Hierarchy (spot 1).
Hierarchy → Puzzle_Digicode(Clone) → CameraFeedback

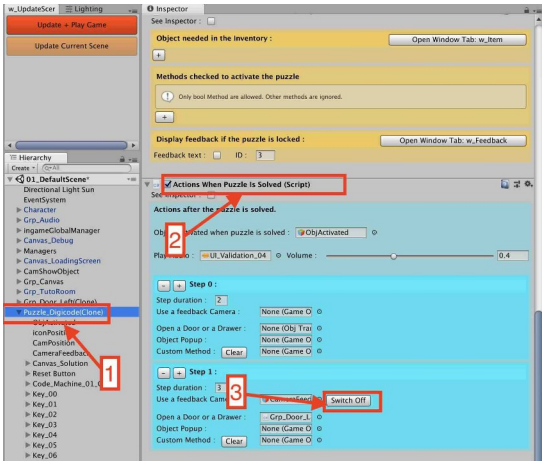


-Change CameraFeedback transform to (spot 2):

Position: X = -5.6 Y = 4.4 Z = -5
Rotation: X = 42 Y = 17 Z = 0

-Select again the Puzzle_Digicode(Clone) in the Hierarchy (spot 1)

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



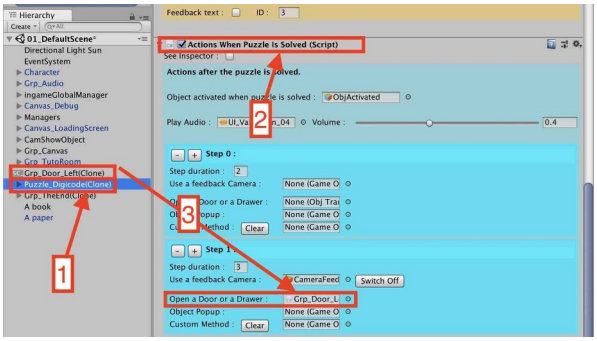
Step 8.2: Automatically open the door when the puzzle is solved:

-Select again the Puzzle_Digicode(Clone) in the Hierarchy (spot 1).

In the Inspector go to the section Actions When Puzzle Is Solved. (spot 2)

-In Step 1 drag and drop the door named sc_Grp_Door_Left(Clone) inside the field on the right to Open a door or drawer (spot 3).

Info: In the same way it is possible to automatically open drawer or wardrobe too.



Step 8.3: Test the scene

-Press button Update + Play (spot 1)
-Walk and approach near the puzzle. A puzzle icon appears on screen.
-Click on the puzzle icon to open the puzzle.
-Solve the puzzle (by default the solution is 0000).

The feedback camera show the door and then the door opens.

-Press Esc to display the mouse cursor.
-Press button Play to stop Unity Play Mode (spot 1)

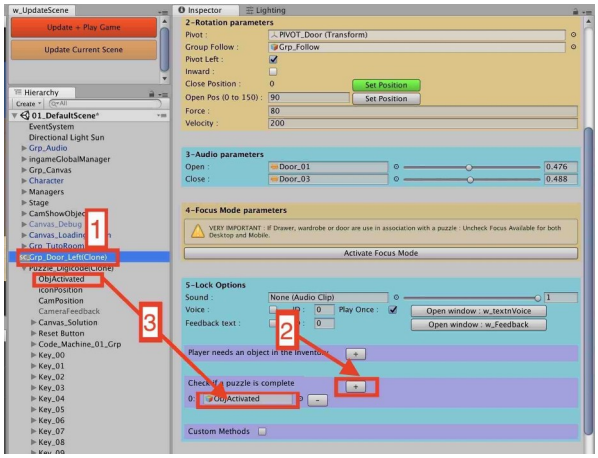
Step 9: Lock the door until the puzzle is solved

For the moment, the door can be opened even if the puzzle is not solved.

-Select sc_Grp_Door_Left(Clone) in the Hierarchy (spot 1)

-In the Inspector go to section 5-Lock Options and in the sub-section Check if a puzzle is complete press the button + (spot 2).

-Drag and drop ObjActivated that can be find in the Puzzle_Digicode(Clone) (spot 3).
Hierarchy → Puzzle_Digicode(Clone) → ObjActivated



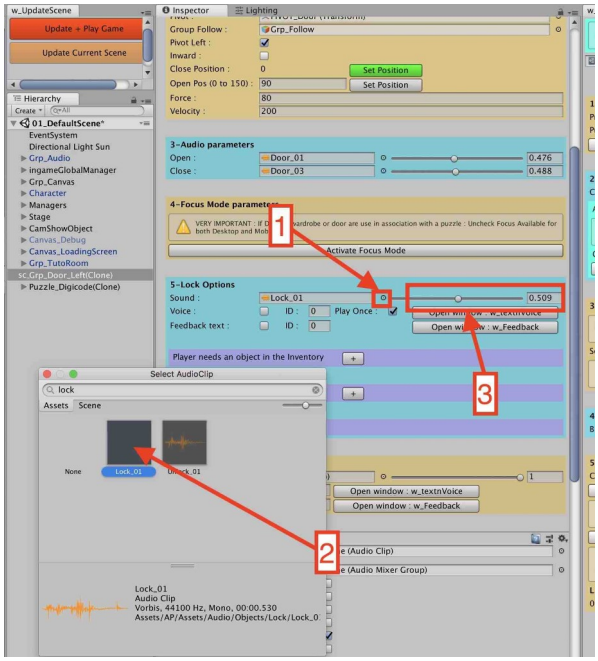
Step 9.1: Play a sound when the door is locked

-Select sc_Grp_Door_Left(Clone) in the Hierarchy.

-In the Inspector go to section 5-Lock Options and press the cercle button (spot 1)

-Choose the lock_01 sound (spot 2)

-Change the volume of the sound to 0.5 (spot 3)



Step 9.2: Test the scene

-Press button Update + Play (spot 1)

-Walk to the door

-Try to open the door *(It is impossible and you hear the lock sound)*
-Solve the puzzle (by default the solution is 0000).

-Press Esc to display the mouse cursor.
-Press button Play to stop Unity Play Mode (spot 1)

INFO IMPORTANT:
In order not to make the tutorial too long, we will not go further for the door.
However, be aware that it is possible to add Voice over, feedback text … when the door is locked.
It is possible to add options when the door is unlocked too.

Furthermore door, drawer and wardrobe works the same way. (more info in (Doc Part 3: Section 7.2.4)

Step 10: Add the trigger: End of the game

***Info**: When the player enter the trigger End of the Game, the player movement and inputs are deactivated. By default the text The end is displayed on screen. When the player press a button the Main Menu Scene is loading.*

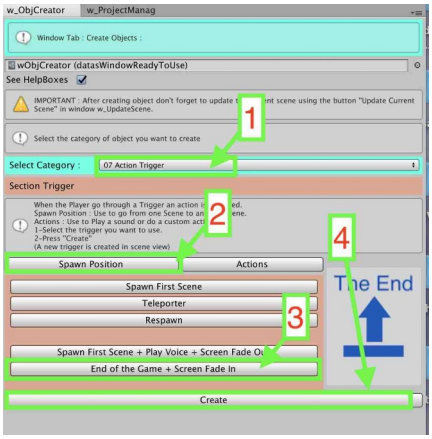
-Open the window tab w_ObjCreator
Tools → AP → Object Creator (w_ObjCreator)

-In the dropdown list select Category select 07 Action Trigger (spot 1)

-Press button Spawn Position (spot 2)

-Press button End of the game + Scene Fade In (spot 3)

-Press button Create (spot 4)

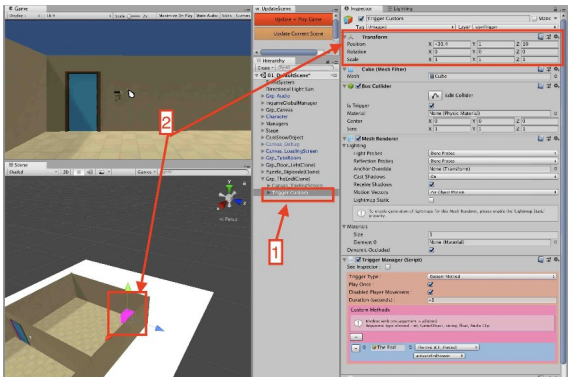


Grp_TheEnd(Clone) is created in the Hierarchy (spot 1).

-Select Trigger Custom in the Hierarchy.
Hierarchy → Grp_TheEnd(Clone) → Trigger Custom

-In the Inspector change the Transform to (spot 2):

Position: X = -30.4 Y = 1 Z = 19



Step 10.1: Test the scene

-Press button Update + Play (spot 1)

-Walk to the door
-Solve the puzzle (by default the solution is 0000).
-Go through the pink Trigger.

(more about Trigger in Doc Part 3: Section 7.3)

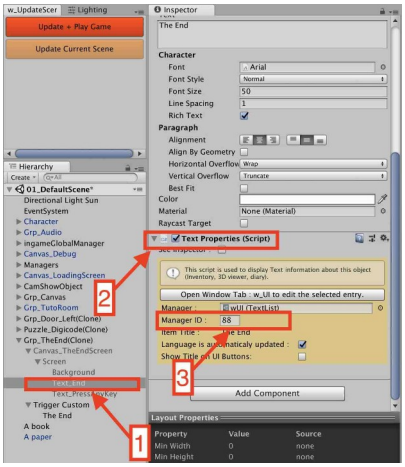
-Press Esc to display the mouse cursor.
-Press button Play to stop Unity Play Mode (spot 1)

Step 11: Replace the text The End with an other Text

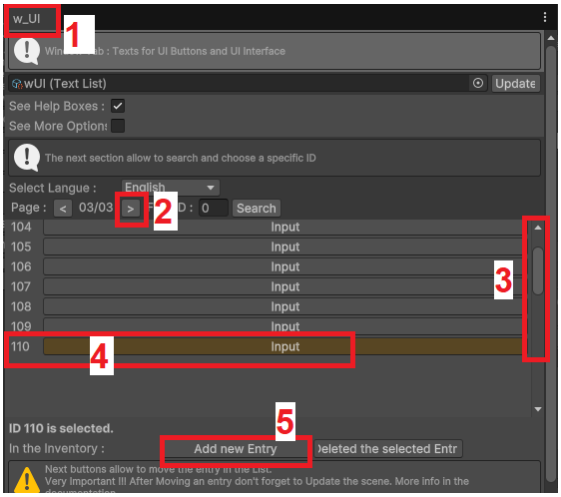
-Select Text_End in the Hierarchy (spot 1)
Grp_TheEnd(Clone) → Canvas_TheEndScreen → Screen → Text_End

-In the Inspector go to TextProperties script (spot 2)

-Click on button Open Window Tab : w_UI to edit the selected entry (spot 3).



The window w_UI is displayed on screen (spot 1).
This window allows to edit and create new Text for UI Text object.



Step 11.1: Create a new text Entry:

For selecting the last entry:
-Click on button > to go to the last page (spot 2).

-Use the vertical bar to go to the last entry (spot 3)

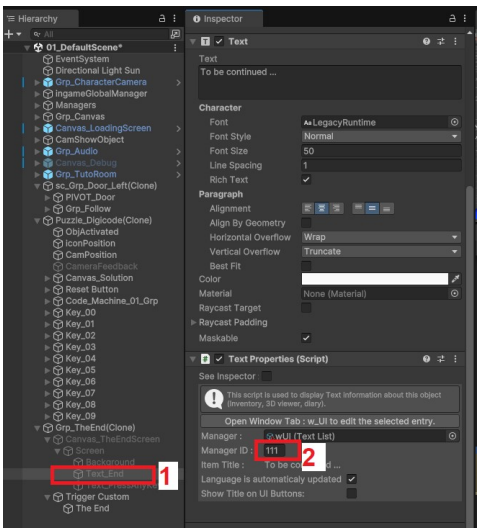
-Click on button 110 Input to select this entry (spot 4).

-Click on Add new Entry (spot 5).

-Write To be continued ... in field Title (spot 1).

-Select Text_End in the Hierarchy.
Grp_TheEnd(Clone) → Canvas_TheEndScreen → Screen → Text_End

-Write 111 inside the Manager ID filed in the Inspector (spot 2).



Step 11.2: Test the scene

-Press button Update + Play (spot 1)

When player enter the trigger End Game the UI Text display To be continued.

-Press Esc to display the mouse cursor.
-Press button Play to stop Unity Play Mode (spot 1)

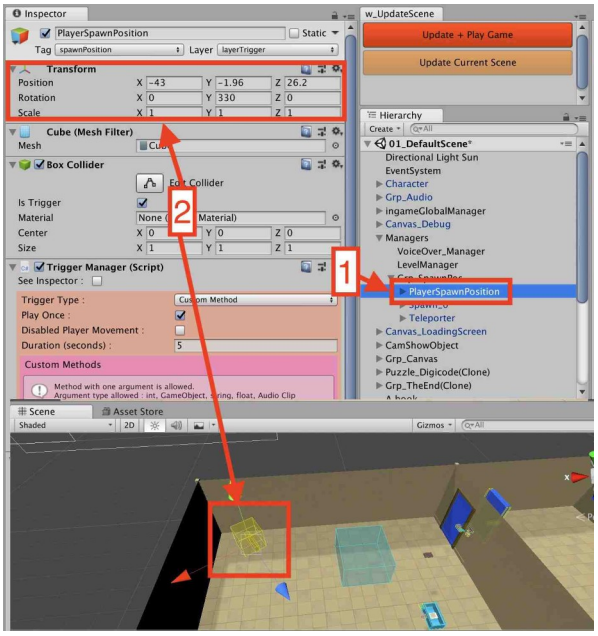
Step 12: Choose the character position when the player start the game the first time.

By default, there is an object named PlayerSpawnPosition in each 01_DefaultScene
Hierarchy → Managers → Grp_SpawnPos → PlayerSpawnPosition

-Select PlayerSpawnPosition in the Hierarchy (spot 1)

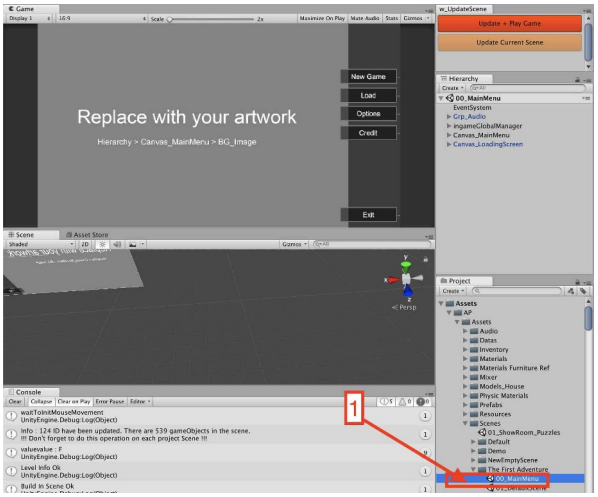
-Change its transform to (spot 2):

Position: X = -43 Y = -1.96 Z = 26.2
Rotation: X = 0 Y = 330 Z = 0



-Save the scene (ctrl+S)

-Open the scene 00_MainMenu in folder The First Adventure (spot 1).
Project tab : Assets → AP → Assets → Scenes → The First Adventure → 00_MainMenu



Step 12.1: Test the scene
-Press button Update + Play (spot 1)

-Press New Game

-Click on slot.

The scene 01_DefaultScene is loading.
When the loading is finished the character spawn on the PlayerSpawnPosition position.

-Press Esc to display the mouse cursor.
-Press button Play to stop Unity Play Mode (spot 1)

INFO IMPORTANT:
We have learn some basic features.
If you want you can test the different types of puzzles.

We suggest you to read the next Tutorial (Tuto 3) before starting creating your own adventure.

In the next tutorial we are going to learn how to:
-Setup an object that the player can use in the adventure.
-Setup a 3D Item that can be added to the inventory and displayed in the 3D viewer.
-Use an inventory item to open a door.
-Setup an object that the player can read in the diary.
-Create a drawer and put an object inside.
-Play a Voice Over when the player enter a Trigger.

4-Tuto 03: Learn more features

IMPORTANT: To start this tutorial you must have finished tuto 01 and tuto 02.

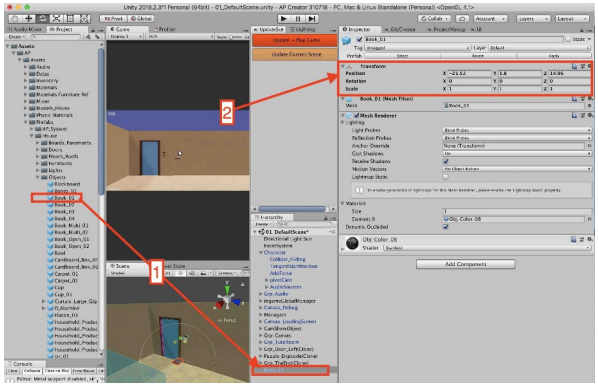
-Open the scene 01_DefaultScene in folder The First Adventure (spot 1).
Project tab: Assets → AP → Assets → Scenes → The First Adventure → 01_DefaultScene

4.1-Setup an object that the player can use in the adventure.

(Take object, add object to the inventory, show object in the 3D viewer).

Step 1:

-From the Project Tab, drag and drop Book_01 to the Hierarchy (spot 1).
Project Tab → AP → Assets → Prefabs → House → Objects → Book_01



-Change the Book_01 transform to (spot 2) :
Position : X = -21.52 Y= 1.8 Z = 14.96
Rotation : X = 0 Y= 0 Z = 0
Scale : X = 1 Y= 1 Z = 1

Step 2: Setup the Object
-Go to Tools → AP → Object Creator (w_ObjCreator)

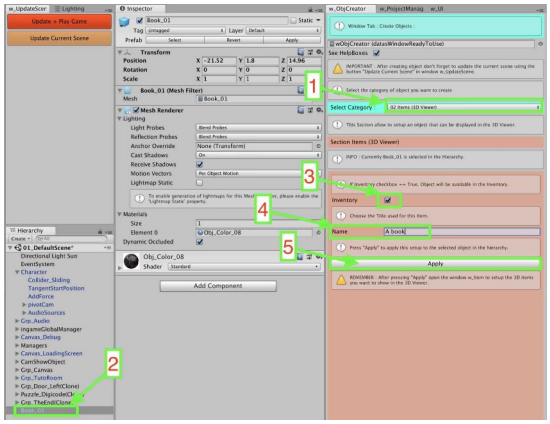
-Select 02 Items (3D viewer) in the dropdown menu (spot 1)

-Select Book_01 in the Hierarchy (spot 2)

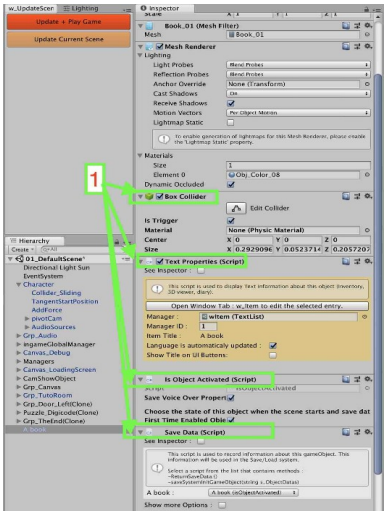
-Check the box Inventory (spot 3)

-Choose the object name. For the example write A book. *This text is used as a title in the inventory.*

-Click Apply (spot 5).



***Info**: The object is renamed using the title. New scripts are added to the object (spot 1).*

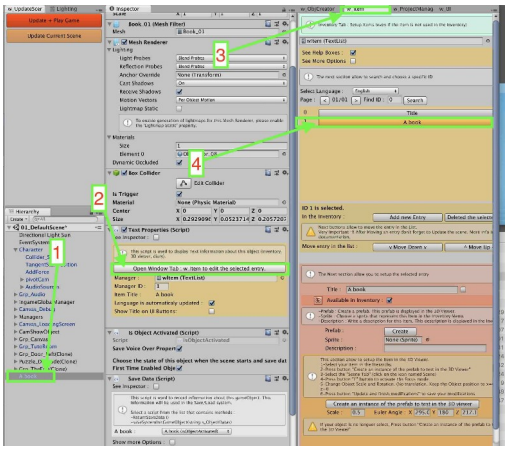


Step 3: Setup text displayed in the inventory

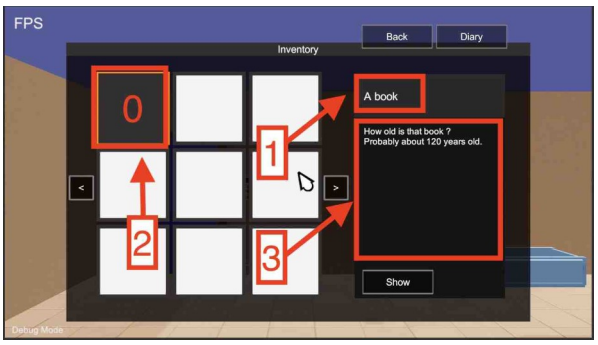
-Select A book in the Hierarchy (spot 1).

-Press button Open Window Tab : w_Item to edit the selected entry (spot 2).

A new window appears (spot 3) and the entry corresponding to your object is automatically selected in the window (spot 4).



Info: For each object in the inventory it is possible to display:
-A title (spot 1)
-A sprite (spot 2)
-An object description (spot 3)

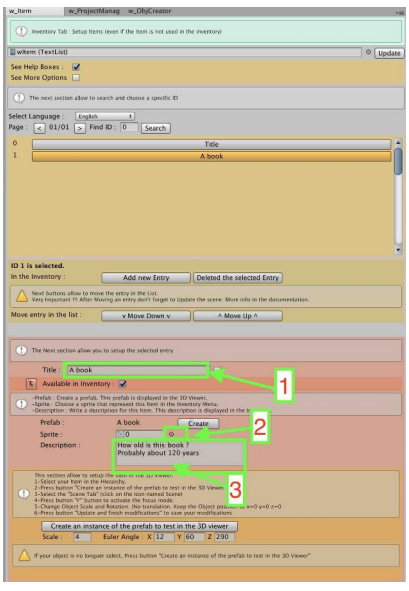


-In w_Item window write A book in the Title section (spot 1)

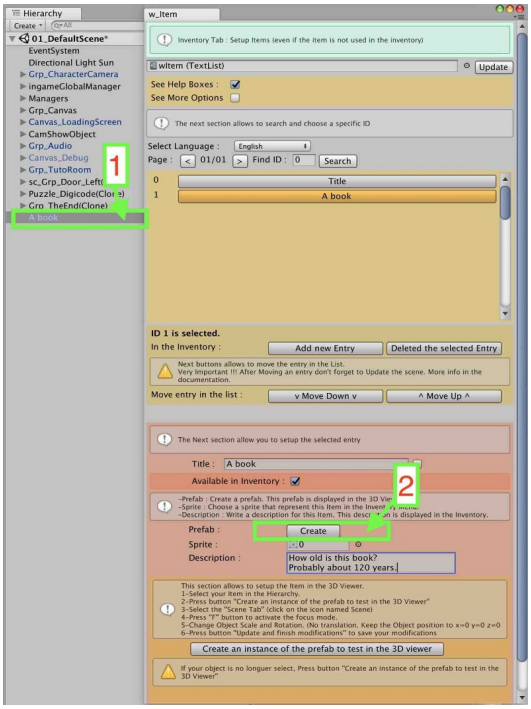
-Press the small circle on the right to the sprite field (spot 2).
A new window appears. Select the sprite named 0.

Important: Use 256x256px or 512x512px sprite.
Other sprites size can create issues.

-In the section object description (spot 3) write:
How old is this book?
Probably about 120 years.



Step 4: Setup 3D Object displayed in the 3D viewer



Step 4.1: Modify Object scale in the 3D viewer

-Select your item in the Hierarchy (spot 1).

-In w_Item window tab opened in step 3, press the button Create an instance of the prefab to test in the 3D viewer (spot 2).

***Info**: An Object is created in the Hierarchy to test the scale and the rotation of the object when it is displayed in the 3D viewer*

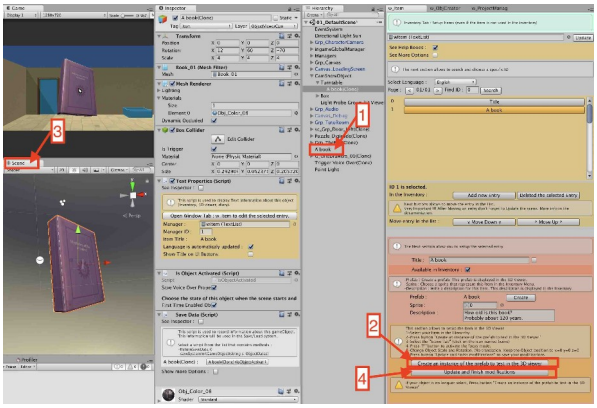
-Select the Scene tab (click on the icon named Scene) (spot 3).

-Press F to activate the focus mode.

-Change object scale and rotation as shown on the right picture.

Info: do not use translation. Keep the object position to x=0 y=0 z=0.

VERY IMPORTANT:
-Press button Update and finish modifications to save your modifications (spot 4).
***Info:** Object created for the test is automatically destroyed.*



Step 5: Test the scene

-Press button Update + Play (spot 1)
-Approach near the book. A white circle appears on screen.
-Click on the white circle to show the book in the 3D viewer.

-Press and hold left click to turn around the object.

-Press right click exit the 3D viewer

The object is added to the inventory.

Press I to open the inventory.

-Press Esc to display the mouse cursor.
-Press button Play to stop Unity Play Mode (spot 1)

INFO IMPORTANT:
In order not to make the tutorial too long, we will not customize more the parameters of the 3D Item. However, be aware that it is possible to add a voice over. It is possible to setup a 3D object that could be shown in the 3D viewer but not added to the Inventory. (More info in Doc Part 3: Section 7.1.2)

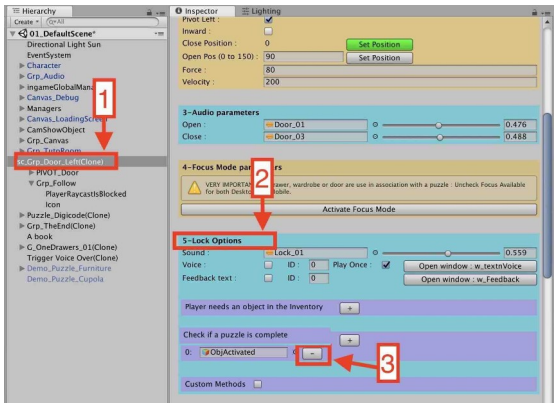
4.2-Use an inventory item to open a door.

Step 1: Initialize Lock Options

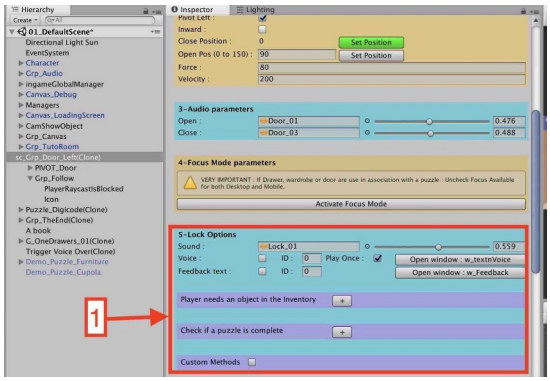
-Select sc_Grp_Door_Left(Clone) in the Hierarchy (spot 1).

-In the Inspector go to section 5-Lock Options (spot 2)

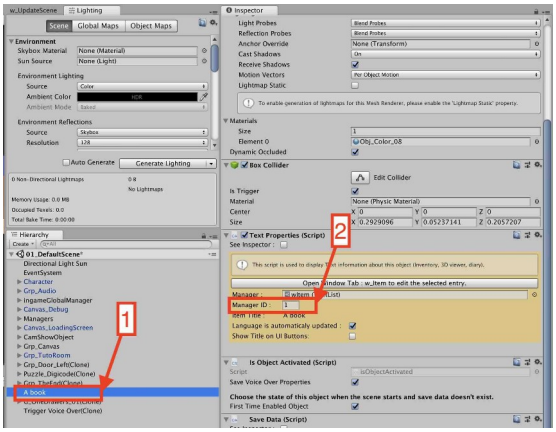
-In sub-section Check if a puzzle is complete press 2 times the button - (spot 3).



***Info**: Now sub-section Check if a puzzle is complete must be empty (spot 1)*



Step 2: Find your item ID

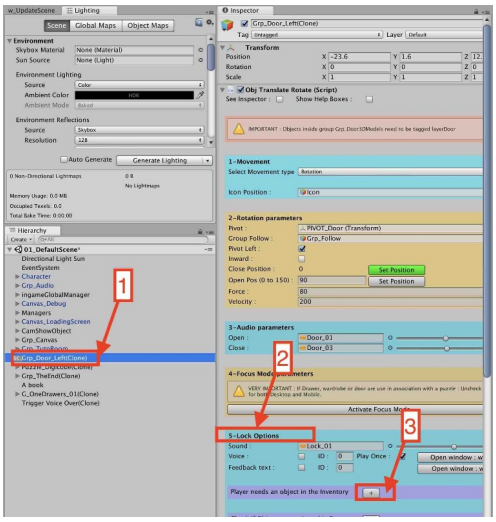


Each Item has a unique ID.
This ID is used when it is necessary to unlock a door, puzzle … with a specific inventory item.

To find an Item ID:
-Select in the Hierarchy the object.
In this example select A book (spot 1).

-In the Inspector, go to script Text Properties.
The Item ID is number next to text Manager ID.
In this example the ID for A book equal to 1(spot 2)

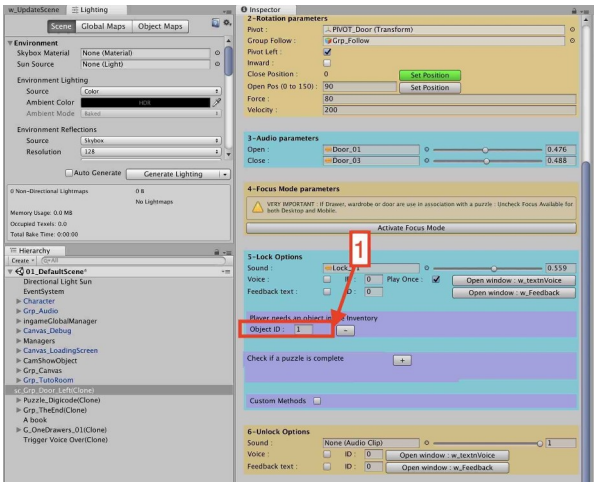
Step 3:



-Select sc_Grp_Door_Left(Clone) in the Hierarchy (spot 1).

-In the Inspector go to section 5-Lock Options (spot 2)

-In sub-section Player needs an object in the inventory press button + (spot 3).



-Write 1 in the Object ID sub-section (spot 1).
1 correspond to Item ID of the object A book.

Step 4 Test the scene

-Press button Update + Play (spot 1)

-Approach near the door. A white circle appears on screen.
-Click on the white circle to open the door. The door is closed.

-Approach near the book. A white circle appears on screen.
-Click on the white circle to show the book in the 3D viewer.

-Click Left to exit the 3D viewer

-Approach near the door. A white circle appears on screen.
-Click on the white circle to open the door. The door opened.

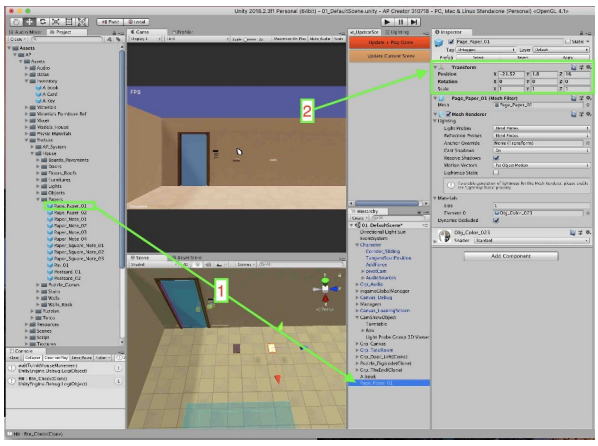
-Press Esc to display the mouse cursor.
-Press button Play to stop Unity Play Mode (spot 1)

4.3-Setup an object that the player can read in the diary.

Step 1:

-From the Project Tab, drag and drop Page_Paper_01 to the Hierarchy (spot 1).
Project Tab → AP → Assets → Prefabs → House → Papers → Page_Paper_01

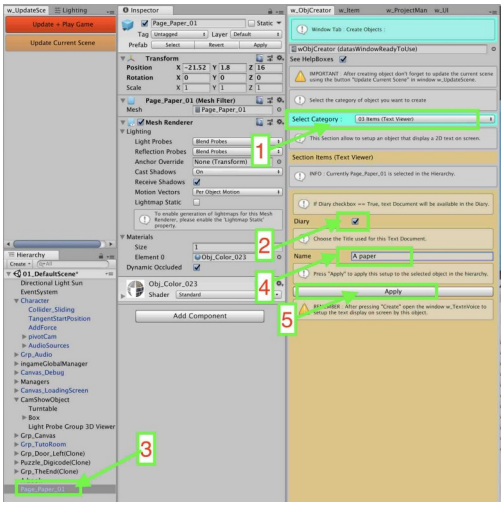
-Change Page_Paper_01 transform to :
Position : X = -21.52 Y= 1.8 Z = 16
Rotation : X = 0 Y= 0 Z = 0
Scale : X = 1 Y= 1 Z = 1



Step 2: Setup Object

-Go to Tools → AP → Object Creator (w_ObjCreator)

-Select 03 Items (Text viewer) in the dropdown menu (spot 1)



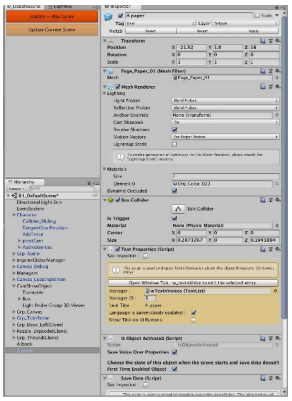
-Check the box Diary (spot 2)

-Select Page_Paper_01 in the Hierarchy (spot 3)

-For this example write A paper inside the field Name (spot 4). *This text is used as a title in the inventory.*

-Click Apply (spot 5).

Info: *The object is renamed using the Name field. New scripts are added to the object.*

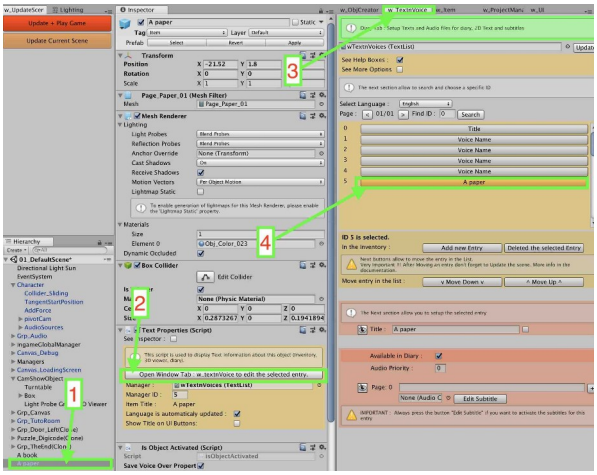


Step 3: Setup text displayed in the Diary

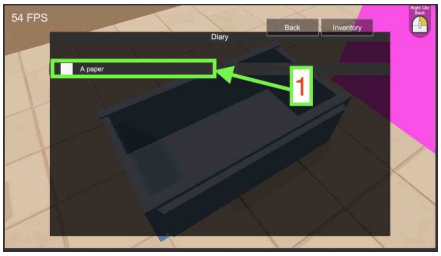
-Select A paper in the Hierarchy (spot 1).

-Press button Open Window Tab : w_TextnVoice to edit the selected entry (spot 2).

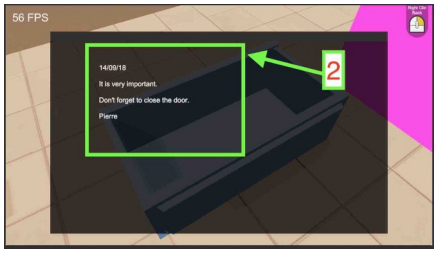
A new window appears (spot 3) and the entry corresponding to your object is automatically selected in the window (spot 4). The button is yellow.



Info: For each object in the diary it is possible to display:
-A title (spot 1)



-A Text



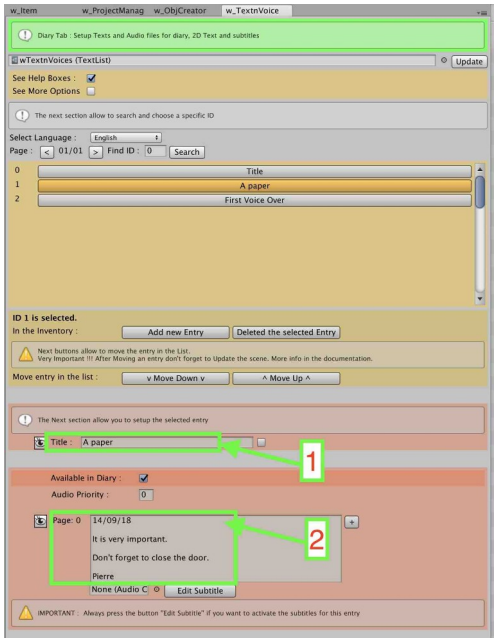
-In w_TextnVoice window write A Paper in the Title section (spot 1)

-In the section Page 0 (spot 2) write:
08/14/18

It is very important.

Don't forget to close the door.

Peter.



Step 4: Test the scene

-Press button Update + Play (spot 1)
-Approach near the paper. A white circle appears on screen.
-Click on the white circle to show the text in the Text Viewer.

-Right click to exit the text viewer

The object is added to the Diary.
-Press button J to open the diary.

-Press Esc to display the mouse cursor.
-Press button Play to stop Unity Play Mode (spot 1)

INFO IMPORTANT:
In order not to make the tutorial too long, we will not customize more the parameters of the Text Item. However, be aware that it is possible to add a voice over. It is possible to setup multiple page. (more info in Doc 3: Section 7.1.1)

4.4-Create a drawer + Add an object inside the drawer

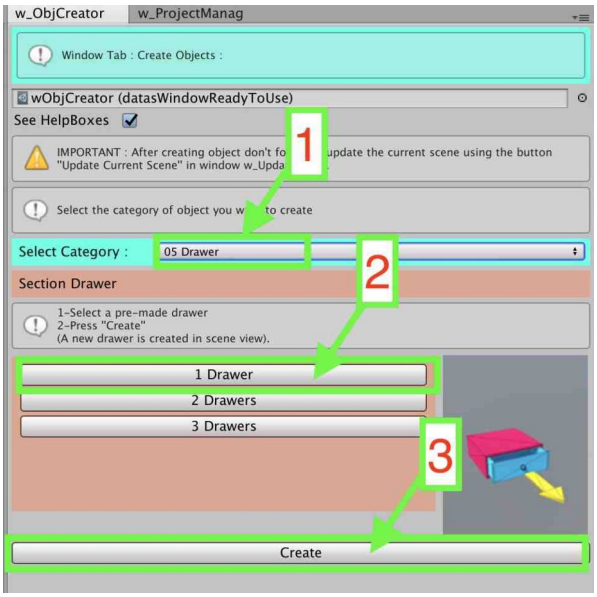
Step 1: Create a drawer

-Go to Tools → AP → Object Creator (w_ObjCreator)

-Select 05 Drawer in the dropdown menu (spot 1)

-Click the button 1 Drawer (spot 2).

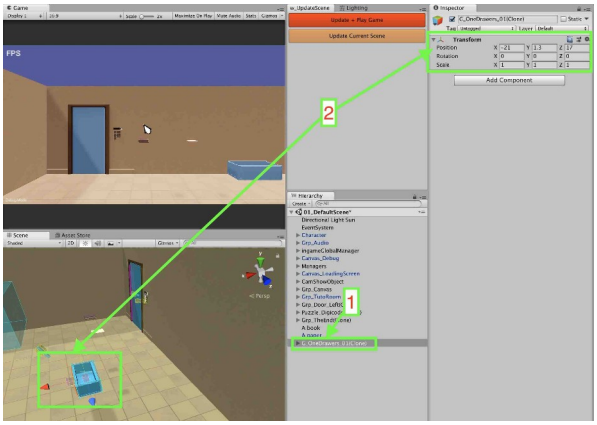
-Click Create to create the drawer in the Hierarchy (spot 3).



***Info**: The new drawer is automatically selected in the Hierarchy (spot 1).*

In the Inspector change G_OneDrawers_01(Clone) transform to (spot 2):

Position: X = -21 Y= 1.3 Z = 17

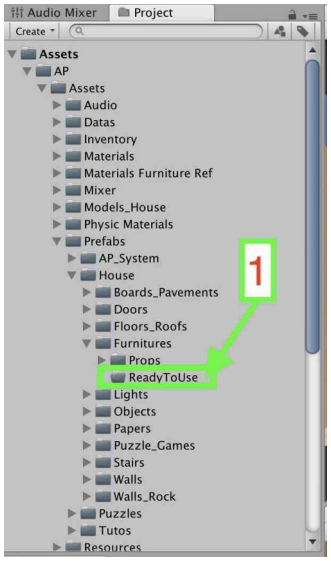


Step 2: Test the scene

-Press button Update + Play (spot 1)
-Approach near the drawer. A white circle appears on screen.
-Click on the white circle to open the drawer.

-Press Esc to display the mouse cursor.
-Press button Play to stop Unity Play Mode (spot 1)

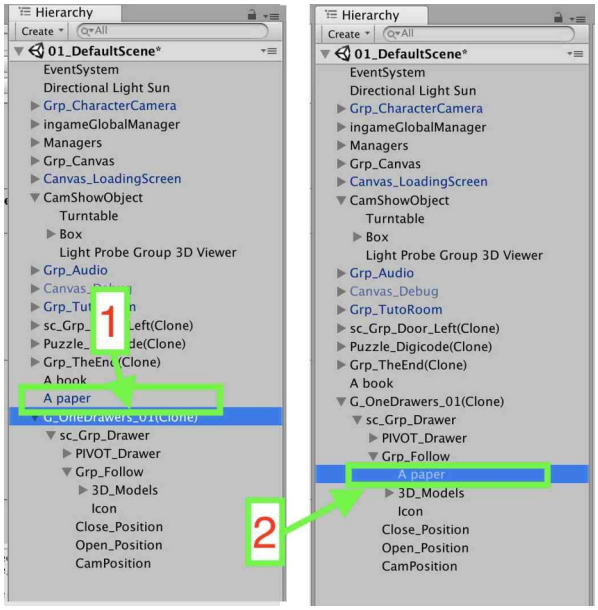
Info:
-In order not to make the tutorial too long, we will not customize the parameters of the drawer. However, be aware that it is possible to lock the drawer, customize the drawer sound ...
(more info in Doc Part 3: section 7.2)



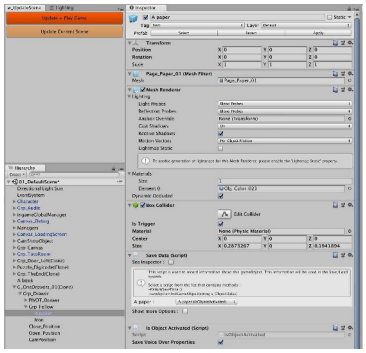
-Ready to use drawers are available in the Project Tab: Assets → AP → Assets → Prefabs → House → Furnitures → ReadyToUse

Step 3: Add an object inside the drawer.

-In the Hierarchy select A paper (spot 1) and move it inside Grp_Follow (spot 2).
G_OneDrawers_01(Clone) → sc_Grp_Drawer → Grp_Follow



-Select A paper and change its transform to:
Position: X = 0 Y = 0 Z = 0



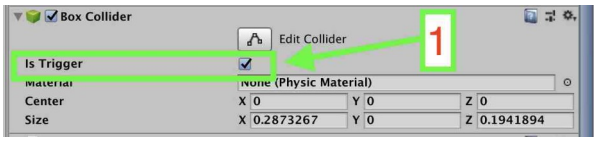
Step 4: Test the scene

-Press button Update + Play (spot 1)
-Approach near the drawer. A white circle appears on screen.
-Click on the white circle to open the drawer. The object A paper follow the drawer.

-Press Esc to display the mouse cursor.
-Press button Play to stop Unity Play Mode (spot 1)

IMPORTANT: Object with Rigibody can't be added to the folder Grp_Follow.

If an Object inside folder Grp_Follow use a Collider. The toggle isTrigger inside the collider need to be checked (true) (spot 1

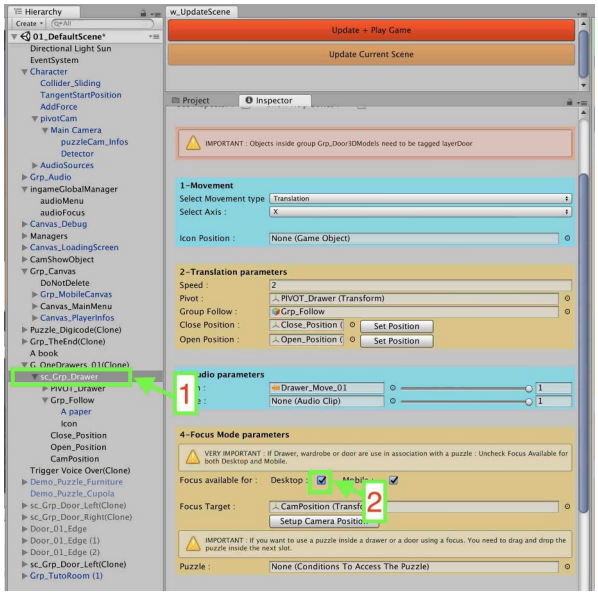


Wardrobe work the same way
(more info Doc Part 3: Section 7.2.2)

4.5-Activate a focus when the player look inside a drawer, a door or a wardrobe.

By default the focus is not activated for desktop and activated for mobile. Focus gives a cinematic feeling to the game.

Step 1:



-Select sc_GrpDrawer in the Hierarchy (spot 1).
G_OneDrawers_01(Clone) → sc_GrpDrawer

-In the Inspector go to section 4-Focus Mode Parameters. In the sub-section Focus available for check the box Desktop (spot 2).

Step 2: Test the scene

-Press button Update + Play (spot 1)
-Approach near the drawer. A white circle appears on screen.
-Click on the white circle to open the drawer.
A Zoom In starts.

-Right click to exit the drawer.

-Press Esc to display the mouse cursor.
-Press button Play to stop Unity Play Mode (spot 1)

Info:
-In order not to make the tutorial too long, we will not customize the focus position.

-To learn more about how to setup the focus position (more info in Doc Part 3: Section 7.2.4)

4.6-Play a Voice when the player enter a trigger

Step 1: Create a Trigger

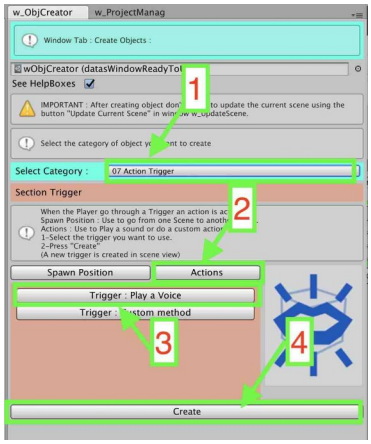
-Go to Tools → AP → Object Creator (w_ObjCreator)

-Select 07 Action Trigger in the dropdown menu (spot 1)

-Click the button Actions (spot 2).

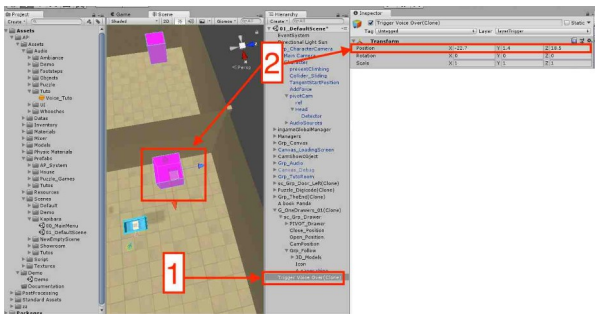
-Click the button Trigger : Play a Voice (spot 3).

-Click Create to create the trigger in the Hierarchy (spot 4).



-Select Trigger Voice Over(Clone) in the Hierarchy (spot 1).

-Change its transform to (spot 2):
Position: X = -22.7 Y = 1.4 Z = 18.5

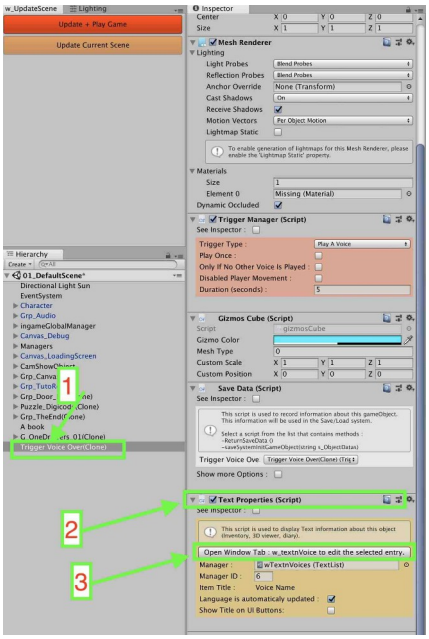


Step 2: Setup the voice

-Select Trigger Voice Over(Clone) in the Hierarchy (spot 1).

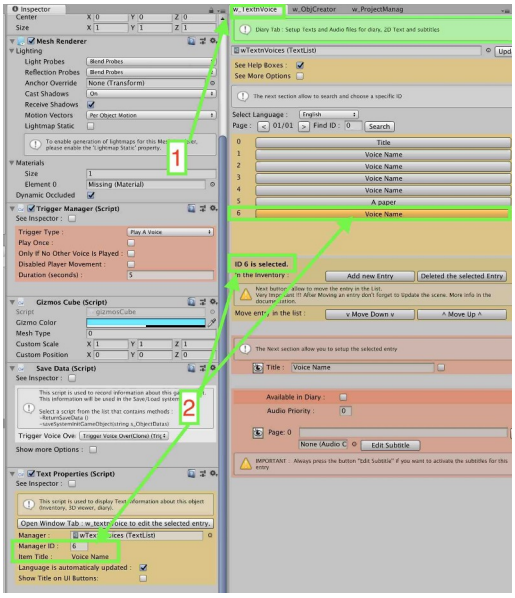
-In the Inspector go to script Text Properties (spot 2)

-Click on button Open Window Tab : w_TextnVoice to edit the select entry. (spot 3)



Info: *A new window appears on screen (spot 1).*

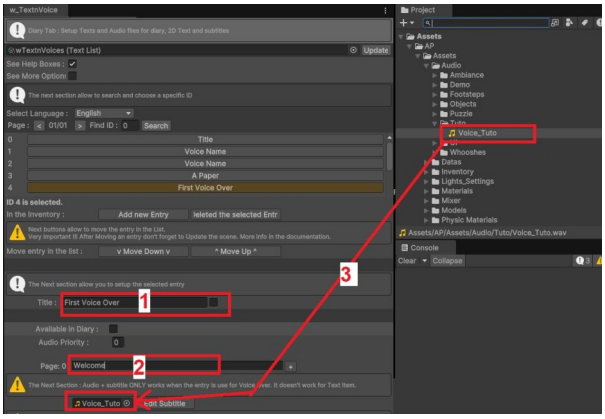
The voice corresponding to the object Trigger Voice Over (Clone) is automatically selected (spot 2). The button is yellow.



-Choose the Title for the voice. In the Example write First Voice Over. (spot 1)
Info: *The Title is not use during the game but useful to find the entry in the list.*

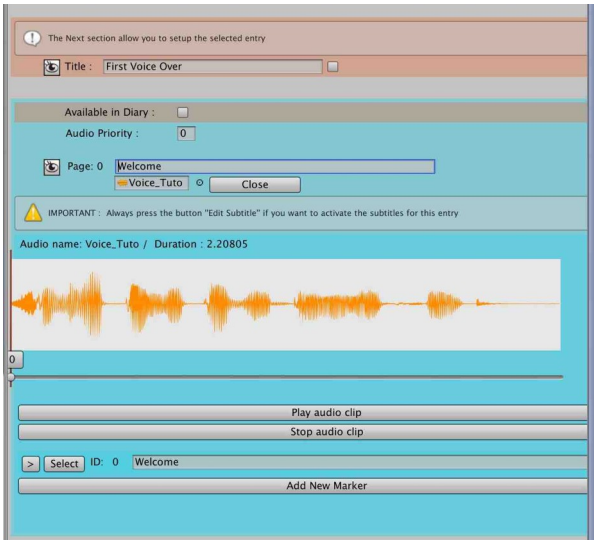
-Choose the text use for subtitle. In the example write Welcome. (spot 2)

-From Project Tab drag and drop Voice_Tuto into the slot on the left to button Edit Subtitle (spot 3)
Project tab → Assets → AP → Assets → Audio → Tuto → Voice_Tuto



-Press button Edit Subtitle to activate subtitle for this Voice Entry.

A new section appears to setup the subtitle.



Step 3: Test the scene

-Press button Update + Play (spot 1)
-Go through the trigger. Voice over is player and subtitle displayed on screen.

-Press Esc to display the mouse cursor.
-Press button Play to stop Unity Play Mode (spot 1)

Info:
-In order not to make the tutorial too long, we will not customize the Trigger parameters.

-To learn more about trigger parameters (more info in Doc Part 3: Section 7.3.5)
-To learn more about the voice over editor (more info in Doc Part 5: Section 12)

It is end of the tutorials:
To learn more about features read the documentation Part 2: Everything in details.

A folder in the Project Tab contains Ready to use prefabs (door, drawer, wardrobe, puzzle, probs...) (more info in Doc Part 2: Section 5.1)

We do not speak about Focus on Object in the tutorials. It allows to zoom in on a target. It is a useful feature (more info in Doc Part 3 Section 7.6).