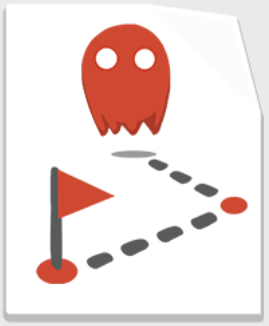
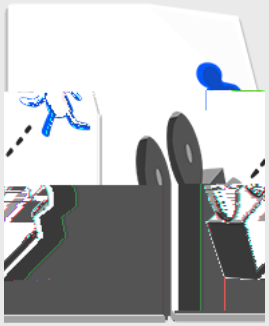
FollowTarget

The object
chases a target



Patrol

The object moves
between waypoints



CameraFollow

Use it on a Camera, to
make it follow a target

Wander

The object moves
aimlessly

Playground

Movement 2

Bullet

Awards points when hitting a player

DestroyForPoints

Awards points when it's destroyed

Resource

It can be picked up and consumed

Collectable

Awards points when it's picked up

HealthSystem

Allows an object to have health

ModifyHealth

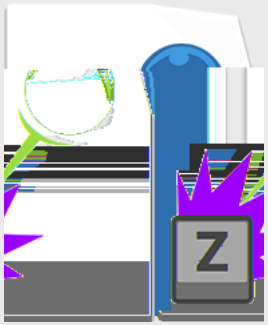
Subtracts/adds life when it touches players

Playground

Attributes

ObjectCreatorArea

Generates copies of an object in an area



ObjectShooter

Shoots out copies of an object

TimedSelfDestruct

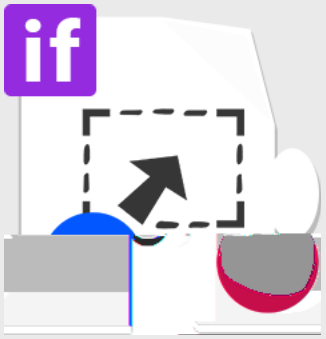
The object disappears after a while

PickUpAndHold

Pick up an object and carry it around

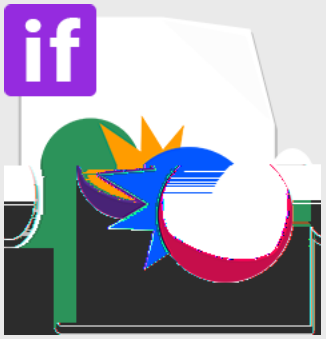
Playground

Gameplay



ConditionArea

Condition is verified when an object enters or exits the area



ConditionCollision

Condition is verified when a collision happens

ConditionKeyPress

Condition is verified when a key is pressed, held or released

ConditionRepeat

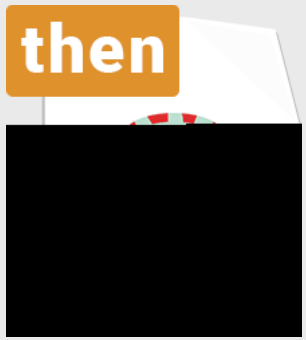
The actions associated are played in a loop

On/Off

Turns an object on and off

Create

Creates a new object

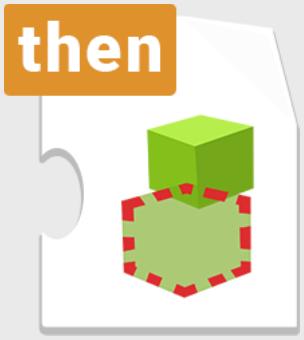


Destroy

Destroys an object

Teleport

Moves an object instantaneously

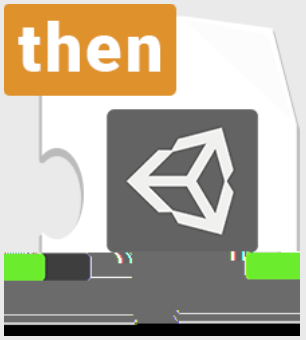


ConsumeResource

Uses a Resource (see Attributes)

DialogueBalloon

Displays a line of dialogue



LoadLevel

Loads a new Unity scene

No violence!

Make a game with no violence. You can still use scripts like Destroy and BulletAttribute, but in a creative way.

Crafting system

Create a crafting system using ResourceAttribute and ConsumeResource action, or a merchant that has different items on sale for specific prices.

Add your graphics

Import your own graphics from the internet. Stick with .png images for characters and items, to get transparency.

Add sounds

Have some SFXs in the game. You can play them with any Condition and the AudioSource component.

Endless scrolling

Create some kind of endless game by generating content with the AutoObjectSpawner and moving the camera or the whole world with AutoMove.

Level design

Break a game into levels, and add a LoadLevel action to load them (maybe from a menu?)

Multiplayer

Make a game to be played by many players on the same keyboard, by assigning them all one key.

Chit chat

Insert dialogues and some sort of choice during them.

Program

Try your hand at coding by creating a simple script and making it interact with the ones included in the Playground.

Challenges