

## Using Score Scripts

Welcome to the guide to using your brand-spankin'-new score scripts!

\*There is an example scenario at the end of this document\*

### What are they for?

Any game-making occasion where your team wants to add a point system to your game! Maybe your team wants to:

- Count items collected by the player
- Keep score of how many enemies are defeated by the player
- Count how many times the player talks to someone

The new scripts can do all of that, and so much more! So let's dive in:

**First, please check out the instructions** that you received with this document for setting up your Score UI. This enables you to create a visible, on screen score.

**After you've reviewed that document** and set up your Score UI, let's go through the scripts you received!

**Note:** I am going to assume throughout this document that the **player is the object** you have added your **Score Manager** script to. This does not have to be the case, this just makes the document easier to read.

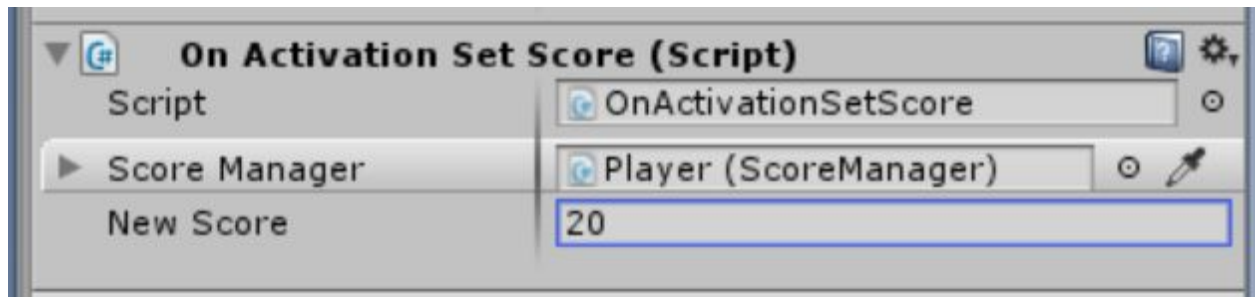
### On[Activation/Deactivation][Decrease/Increase]Score

You can add these scripts to any activatable object in order to decrease or increase the score of the player (see why the **note** above is important!) whenever the activatable object is activated/deactivated. You will need to drag your player object (with the Score Manager script attached to it) to the empty "Score Manager" section and fill in the amount of points to remove/add from/to the score.



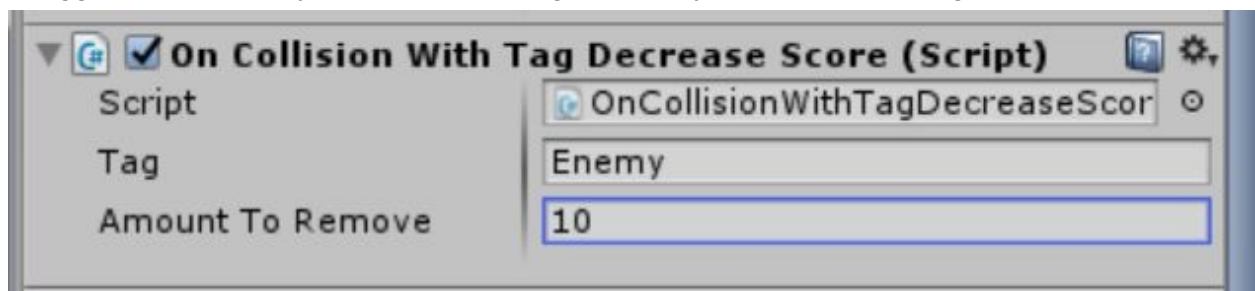
### On[Activation/Deactivation]SetScore

This one is almost just like the above; however, instead of increasing or decreasing your score, it will override whatever score your player has with whatever you put into “New Score.”



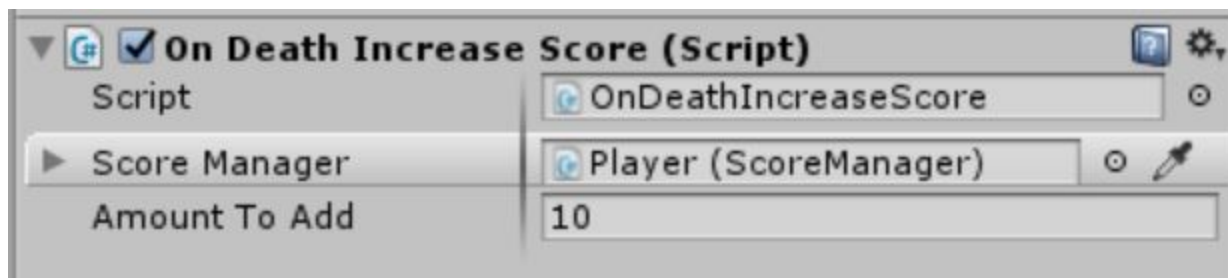
### OnCollisionWithTag[Decrease/Increase/Set]Score

These scripts are a little different from above, because you need to add them to your player (remember to see the **note** on the first page of this document if your player is **not** the object that has the Score Manager script attached to it). Now, when your player collides with an object that is tagged as whatever you put into the “Tag” section, your score will change!



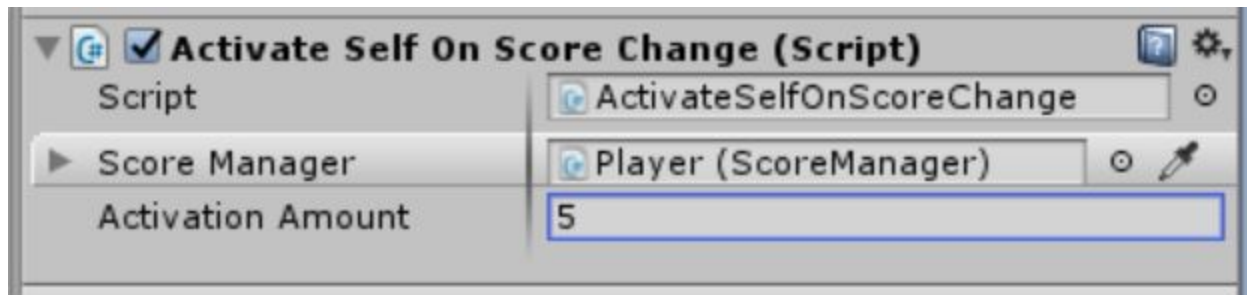
### OnDeath[Decrease/Increase/Set]Score

Attach these scripts to whatever object you want to trigger a score change with when that object dies. It can be triggered through any scripts that “KillSelf,” or when an object’s health bar runs out (although, currently, there is no way to remove game objects that run out of health, so refrain from using this in combination with the health manager until that’s fixed!)



## ActivateSelfOnScoreChange

This one is in the Activation folder! You can attach it to any object to activate it when the score is changed. The “Activation Amount” means that the score has to change by that many points to trigger activation.

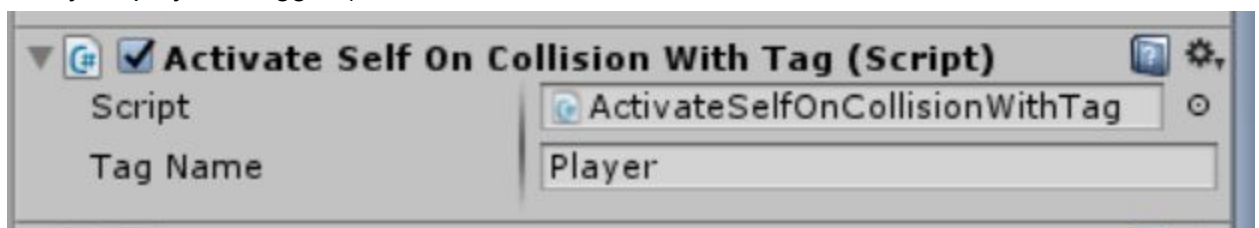


Okay phew, made it through the scripts! Last but not least, let's go through an example:

## Example Scenario

Let's say you want to keep track of how many times your player talks to a person.

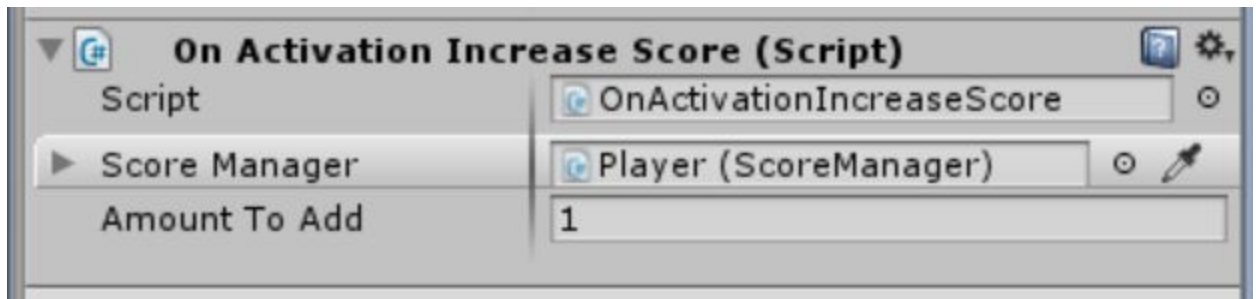
1. Make sure you followed the instructions for setting up the Score UI (document that came with this one). Your Score Manager script, in this case, needs to be attached to your player.
2. Create an object that can be **activated** somehow (make sure it has a collider if collisions are how you decide to activate the object). I will be attaching “ActivateSelfOnCollisionWithTag” to my object, and setting the tag to “Player” (make sure your player is tagged!)



3. Attach “OnActivationPlayDialogue” to your activatable object. You can set up a simple dialogue to attach here or use one of the examples that Dialoguer has provided.



4. Attach “OnActivationIncreaseScore” to your activatable object. Drag your player object into the empty “Score Manager” slot. Set the “Amount to Add” to 1.



5. Now your score will increase every time your player activates the object! If you want the object to talk every time you collide with it, make sure you attach the “OnDeactivationPlayDialogue” and “OnDeactivationIncreaseScore” scripts to the object as well.