

TURN COMBAT

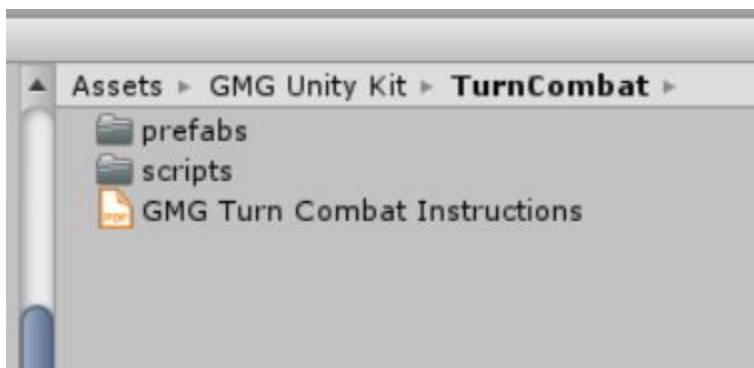
What does it look like?

When used, the Turn Combat engine will display a turn-based combat screen with players on the left, enemies on the right, and descriptions in the center. The Turn Combat engine will fill up the entire screen. Combat actions are completed using the 1, 2, 3, 4 and space keys. The system supports 1-4 players and 1-4 enemies during a fight. Each player gets one turn and then each enemy gets one turn and then the process is repeated (think original Final Fantasy). Players can choose to attack or run. The fight ends when the players are defeated, the enemies are defeated, or the players run away. The default Turn Combat engine uses 4 players (Laila, Ish, Andrew, and Kristani) and 4 enemy monsters. Players and enemies can be modified by the GMG campers to suit their game.



What do I need to add to my project?

You will be given a Turn Combat folder. You must add it directly inside the GMG Unity Kit folder in Unity. It will contain instructions and two folders: 1 with prefabs and 1 with scripts.



What do I need to add to my scene?

You will see a TurnCombatPrefab that needs to be added to your scene for the Turn Combat to work. This contains the Turn Combat game engine that is displayed and used during Turn Combat.

What does each script do?

OnCollisionStartTurnCombat - attach this to an object (can have a sprite or just be a hidden game object) so that when the player collides with it, turn combat is started

OnRandomTimeStartCombat - attach this to a player so that turn combat is started at random times when the player is moving

TurnCombatGlobals - store health and special points, you shouldn't need to touch this

TurnCombatManager - the turn combat engine manager, you shouldn't need to touch this

TurnFighter - script used to define a player or enemy, you shouldn't need to touch this

GrowAndShrink - helper function that you can ignore

UnscaledTimeParticle - helper function that you can ignore

How do I start turn combat?

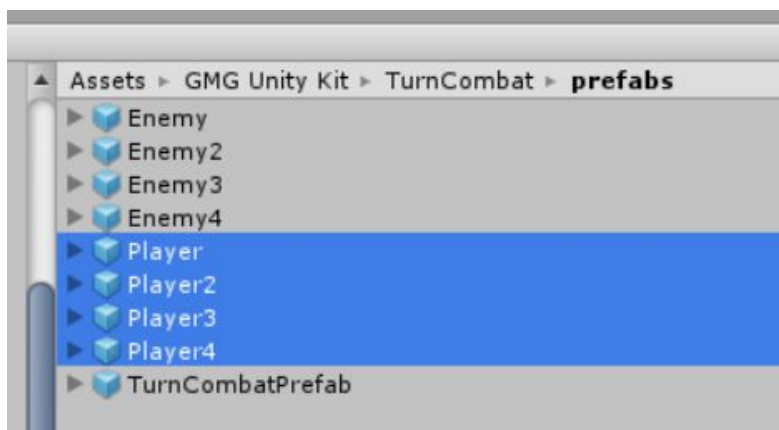
After you have added a TurnCombatPrefab to your scene, there are two scripts that can use to actually start a Turn Combat round.

OnCollisionStartTurnCombat - attach this to an object (can have a sprite or just be a hidden game object) so that when the player collides with it, Turn Combat is started

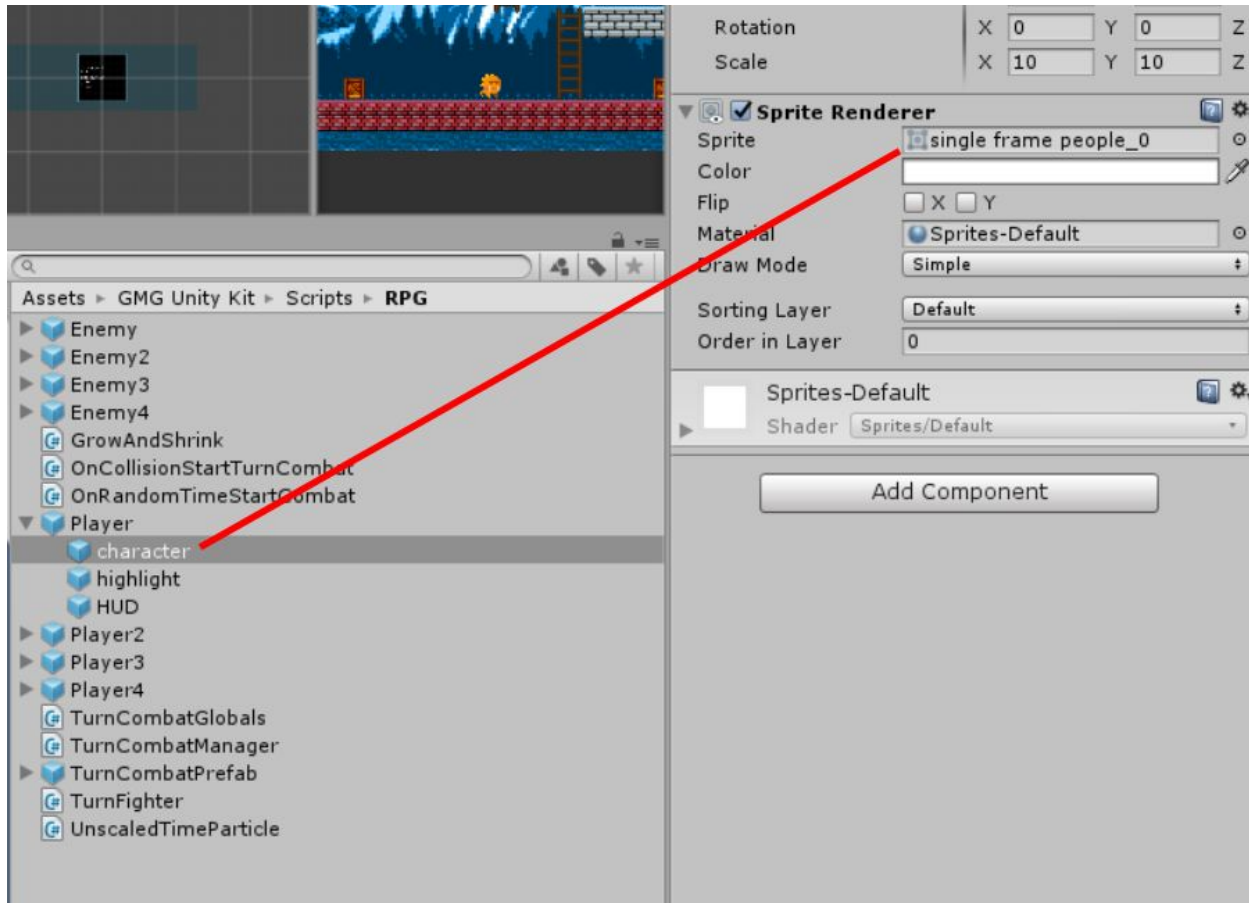
OnRandomTimeStartCombat - attach this to a player so that Turn Combat is started at random times when the player is moving

How do I change the players?

You will see 4 prefabs (Player, Player2, Player3, Player4) that make up the players in Turn Combat. These prefabs are located in the prefabs folder.



To change the sprite or artwork on a character, change the sprite on the sprite renderer of the character child object.



You might need to adjust the x and y scales to make sure that your art will fit on in the Turn Combat screen. You might also need to change the orientation so that characters are facing the correct way. You can do this by setting the x scale to a negative value (change 10 to -10).

To change things like the character name, characters attacks, hit points, etc., modify values on the Turn Fighter script attached to each prefab.

The screenshot shows the Unity Inspector window for a 'Player' prefab. The 'Turn Fighter (Script)' component is selected, and its properties are visible. Red arrows point to the following fields with labels:

- the character name**: Points to the 'Name' field, which contains 'Laila'.
- how many hit points the character starts with**: Points to the 'Max Hit Points' field, which contains '50'.
- how many special points the character starts with**: Points to the 'Max Special Points' field, which contains '5'.
- the names of attacks**: Points to the 'Attack Name' array, which contains 'Smash', 'Bash', and 'Crash'.
- attack power. this is how many hit points it will take off when used on an enemy**: Points to the 'Attack Strength' array, which contains '10', '8', and '5'.
- how many special points does the attack require (leave 0 if you are not using special points)**: Points to the 'Attack Special Points' array, which contains '0', '0', and '0'.

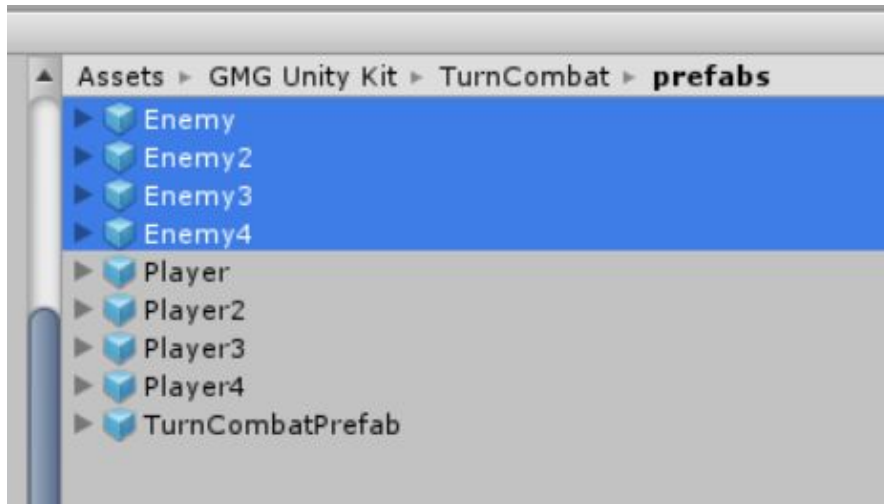
Other visible fields include 'Current Hit Points' (50), 'Current Special Points' (5), and a list of components at the bottom: 'HUD Text' (combattext (Text Mesh)), 'Highlight' (highlight (Transform)), 'Special Points Bar' (strip (3) (Transform)), and 'Character Sprite' (character (Transform)).

What if I don't want 4 players?

If you do not want to use a player, then set the player's Max Hit Points to 0. For example, if you only want to use 2 players, set the Max Hit Points to 0 on the Turn Fighter script on prefab Player3 and prefab Player4.

How do I change enemies?

You will see 4 prefabs (Enemy, Enemy2, Enemy3, Enemy4) that make up the enemies in Turn Combat. These prefabs are located in the prefabs folder.



Enemies are modified just like the Players. To change the sprite or artwork on an enemy, change the sprite on the sprite renderer of the character child object.

To change things like the character name, characters attacks, hit points, etc., modify values on the TurnFighter script attached to each prefab.

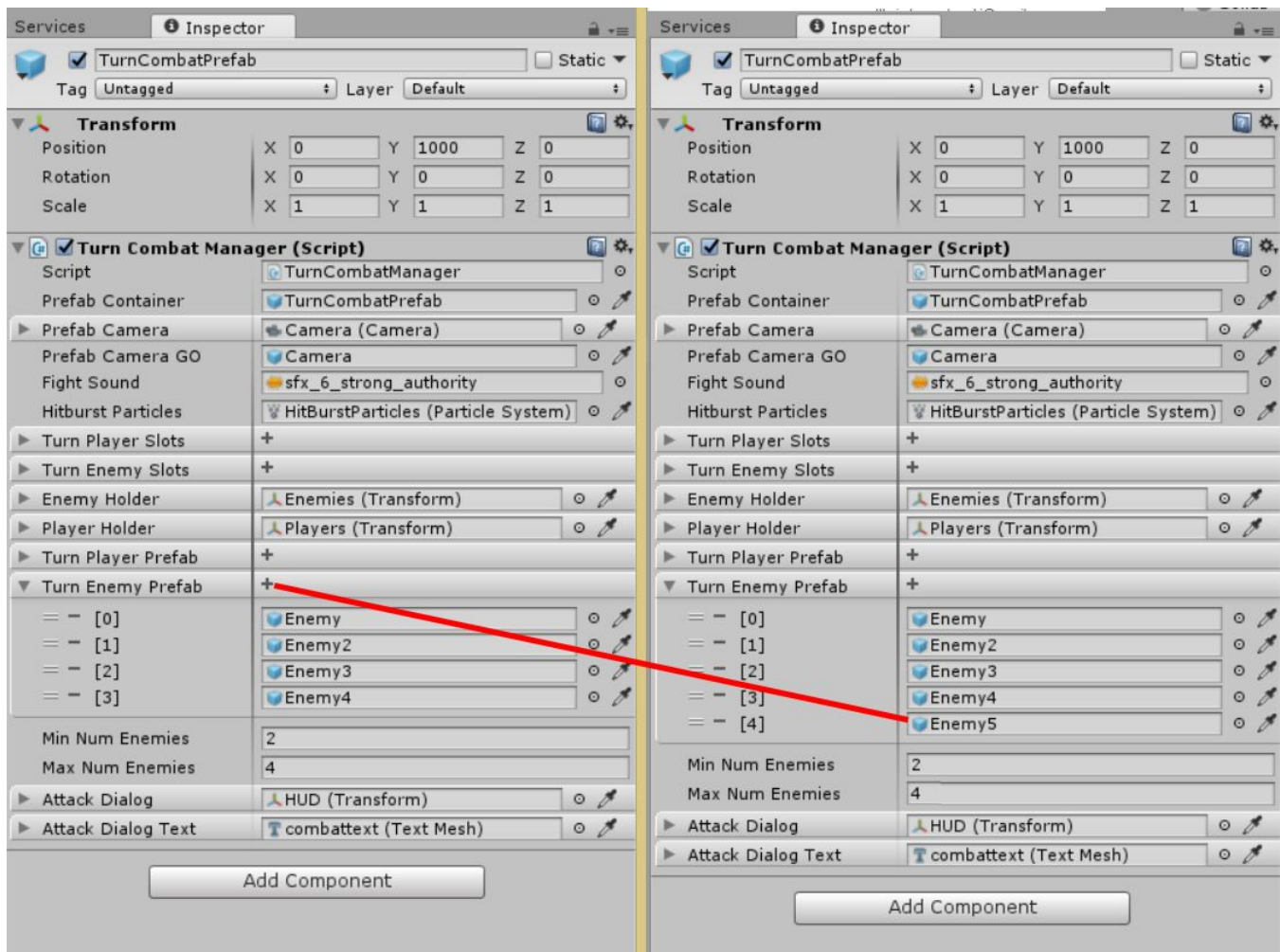
NOTE: enemies do not use special points. Values can be ignored.

But I want more enemies!

No problem, you can make a copy of the enemy prefab, modify it, and connect it to the TurnCombatPrefab to add more enemies to your game than just 4.

1. Make a copy of any one of the enemy prefabs
2. Modify the new enemy prefab as explained above
3. Select the TurnCombatPrefab and look at the TurnCombatManager script
4. On the script, add a new array slot for Turn Enemy Prefab
5. Connect your new enemy prefab to the new array slot

That's it! See the pic below for more details.



Can I control how many enemies are in a fight?

By default the scripts are configured to randomly create a set of enemies in each Turn Combat fight.

However you may want to trigger a fight with a very specific enemy, instead of a random group. This is also possible. After you have attached one of the scripts that start Turn Combat (OnCollisionStartTurnCombat or OnRandomTimeStartCombat) to a game object, look at the attached script in the inspector. You will see a TurnCombatEnemies array. When empty, the script will trigger a random fight. However, if you add fields to the array and attach enemy prefabs, then you can create a specific fight with one or more enemies. So in the example below, I want to trigger a fight with Enemy, Enemy2, and Enemy3. I added 3 fields to the array and I dragged each enemy prefab into the new fields.

