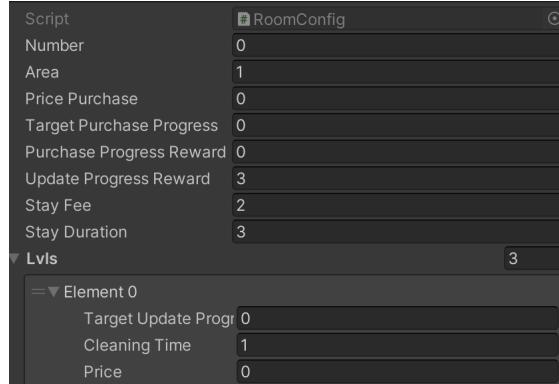


## 1. RoomConfig



"Number"- Room number. There must not be same "Number" for two(and more) Rooms within the same Hotel.

"Area" - Area number to which this Room belongs to.

"TargetPurchaseProgress" - Progress value at which this Room become available to purchase.

"PurchaseProgressReward" and "UpdateProgressReward" - values will be added to the Progress when Room purchase or upgrade.

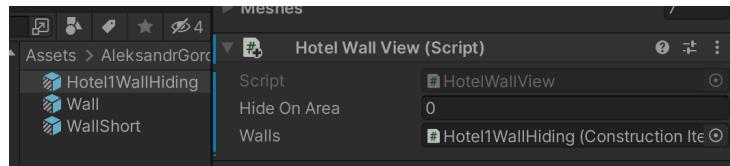
"StayFee" - amount of Cash Customer leave when exit Room.

"StayDuration" - time Customer spend in Room.

Lvls:

"TargetUpdateProgress" - Progress value at which this Room become available to upgrade for correspondent Lvl.

## 2. WallHiding



"WallHiding" - Is used it to separate Areas. See the video for an example of usage.

"HideOnArea" - Area number upon purchase of which the wall will become hidden.

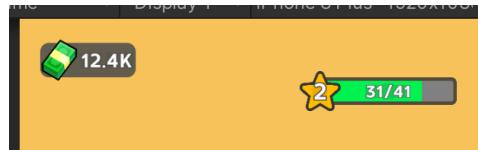
## 3. Elevator



Elevator in any Hotel is only will be available to purchase when next Hotel is exist. For example if you're in Hotel1 and you dont have Hotel2 - elevator will stay in "ElevatorNoHotelSceneState".

"Area" - Area number Elevator become available to purchase.

## 4. GamePlayHudView



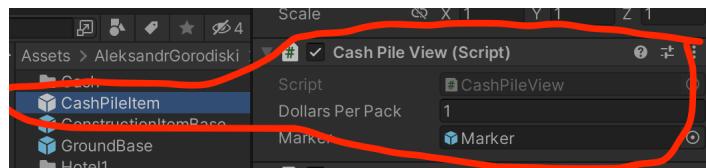
"12.4K" - amount of Cash.

"2" - current Level.

"31" - current Progress.

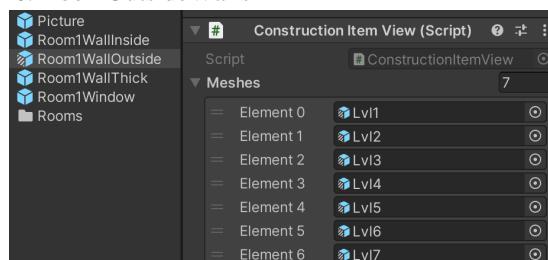
"41" - MaxProgress for current Level.

## 5. CashPileItem



"DollarsPerPack" - parameter affecting the number of Cash packs are visible in the scene.

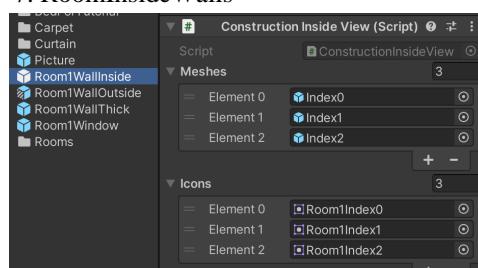
## 6. RoomOutsideWalls



When Level changed RoomWallOutside will change its visual as well. For example if current Level is one(1) - Element0 gameobject will be visible, rest of the Elements will be hidden.

In case Level is 10 - Element6 gameobject will be visible as the last one available.

## 7. RoomInsideWalls



RoomWallInside is responsible for Room can be visually upgraded inside. The number of Icons must equal the number of Meshes.

## 8. MaxProgress

```
i.cs RoomController.cs ToiletController.cs GameManager.cs
Dispose()
public int GetTotalReward()
{
    int lvlCount = _model.Lvls.Length - 1;
    int purchaseReward = _model.PurchaseProgressReward;
    int updateReward = _model.UpdateProgressReward;
    int reward = purchaseReward + (lvlCount * updateReward);
    return reward;
}
```

```
el.cs ToiletController.csx GameManager.cs
GetAvailableCabine()
public int GetTotalReward()
{
    return _model.PurchaseProgressReward;
}
```

MaxProgress for current Level is calculating by this formulas. For Room number zero(0) - "PurchaseProgressReward" value must be zero(0). Since this Room is available by default and this value can never be added to the Progress value.