

ADVENTURE NARRATIVE SCI-FI MYSTERY GUI

SCRIPT DOCUMENTATION v1

First of all, thank you for purchasing this asset through Unity Assets Store. This documentation will guide you through the usage of this asset package.

ADVENTURE NARRATIVE SCI-FI MYSTERY GUI

Adventure Narrative Sci-Fi Mystery GUI is suitable for sci-fi mystery adventure narrative games, though you can use it for whatever you're creating. This one is inspired by the "Arrival" movie.

Features:

- UI Elements
- UI Script Examples
- Demo Scenes
- Support for any screen size
- Playstation and Xbox Button with Dark and Light Theme
- Inkscape SVG File

Assets:

- Dialogue and Choices Scene
- Alert
- Obtain New Item
- Inventory Scene
- Settings
- 32px Playstaion and Xbox Navigation Button.

SCRIPT EXAMPLES

Fading Menu Base Script

The scripts written in this asset package are intentionally made for demo purpose, to show how the UI supposed to behave in runtime. Any kind of custom improvements can be made whether to proceed using our scripts or by writing your own preferred scripts.

All menu scripts are derived from “FadingMenuBase.cs” script that basically just adds fading behaviour when showing or hiding the menu.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using Calcatz.ArrivalGUI;

public class MenuExample : FadingMenuBase {

    private void Awake() {
        //Add all fade-able graphics
        List<Graphic> graphics = new List<Graphic>();
        graphics.AddRange(GetComponentsInChildren<Graphic>());
        InitializeGraphicAlphas(graphics);
    }

    protected override void OnBeforeShow() {

    }

    protected override void OnAfterClose() {

    }

    protected override void Update() {
        base.Update();
    }
}
```

SUPPORT

If you have any questions or difficulties regarding this asset package, you can send an email to affan@calcatz.com. Thank you for having this asset, cheers!