Adventure Toolkit Documentation

Welcome to the adventure toolkit, a series of scripts and prefab components that you can use to build your own adventure game in unity.

The components break down as follows and will each be covered in their own section.

1. Grid component – for dynamically building levels, maps or any tile-based object.
2. Player Movement-a point and click interface for moving the player in the scene.
3. Interaction – is the heart of an adventure game
4. Dialog – speaking to non-player characters
5. Flags – monitoring state in your levels
6. Inventory – being able to grab, give and take objects.
7. Physics – an example of using a physics-based problem in your game.