Troops Training

Step 1:

Clicking Barrack:

Then GlobalUIManager analyse click and check:

else if(ClickedObject.GetComponentInParent<TheBarrack>()){

            Debug.Log("Barrack is clicked");

            troopsTrainingManager.BarrackIsClicked(ClickedObject.GetComponentInParent<TheBarrack>());

        }

Then in TroopsTrainingManager:

public class TroopsTrainingManager : MonoBehaviour

 public void BarrackIsClicked(TheBarrack TheBarrack){

        theBarrack=TheBarrack;

        troopType=theBarrack.barrackType.ToString();

        if(IsBarrackOccupied()){

            uITroopsTrainingManager.TriggerUIForOngoingTraining();//some debug //message

        }

        else{

             uITroopsTrainingManager.TriggerUIForTraining();

        }

    }

In UItroopstrainingmanager:

public void TriggerUIForTraining(){

        //levels, cost , barracklimits

        //update barrackCapacity UI

        barrackCapacity=troopsTrainingManager.GetTroopsCapacity();

        //pass it to slider

        troopsTrainingSlider.SetMaxBarrackCapacityForUI(barrackCapacity);

        //display total troops capacity and type ++++++

        barrackType=troopsTrainingManager.troopType; //just return type

        troopsTypeUI.text="Train "+barrackType.ToString();

        //triggering Starting training ui

        StartingTrainingUIPanel.SetActive(true);}

Now in TroopsTrainingManager:

 public int GetTroopsCapacity(){

        //this will get troops training Capacity of the that given barrack

        //this will be called by ui manager

        return theBarrack.TrainingCappacity;

    }

Now troopsTrainingSlider:

public void SetMaxBarrackCapacityForUI(int barrackCapacity){

        //this will be called by ui manager

        BarrackCapacity=barrackCapacity;

        level1Slider.maxValue =  BarrackCapacity;

        level2Slider.maxValue = BarrackCapacity;

        level3Slider.maxValue = BarrackCapacity;

        level4Slider.maxValue = BarrackCapacity;

        level5Slider.maxValue = BarrackCapacity;

    }