SHAPE SHIFT

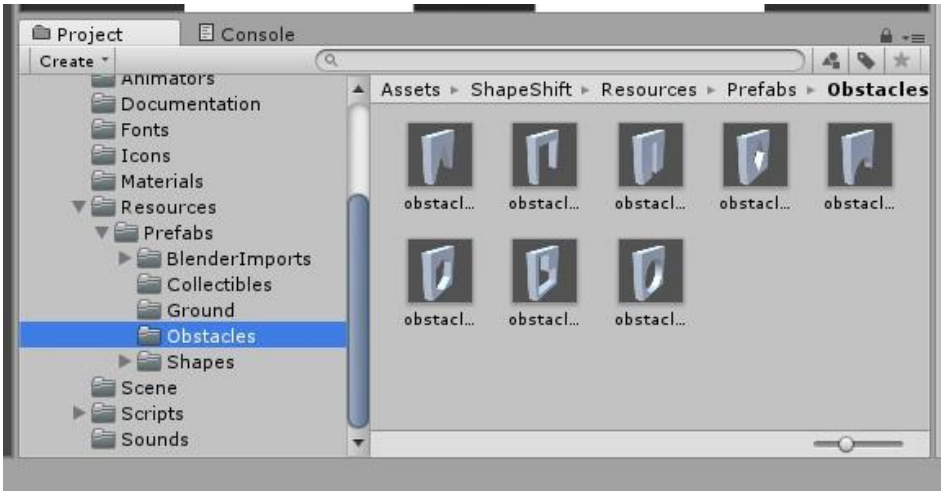
DOCUMENTATION

FOR

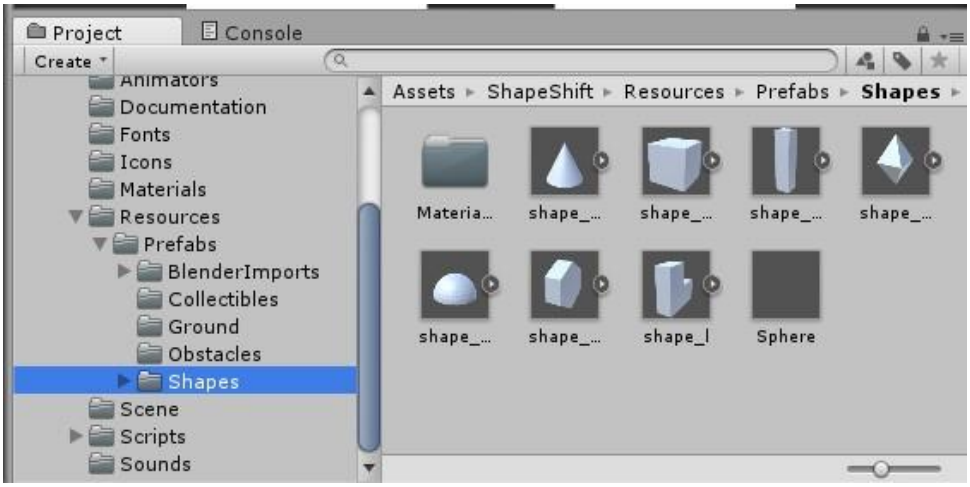
UNITY ASSETS STORE

ADDING NEW SHAPES AND OBSTACLES

1)Drag and drop the obstacle in the this folder



2)Drag and drop the shape in the this folder



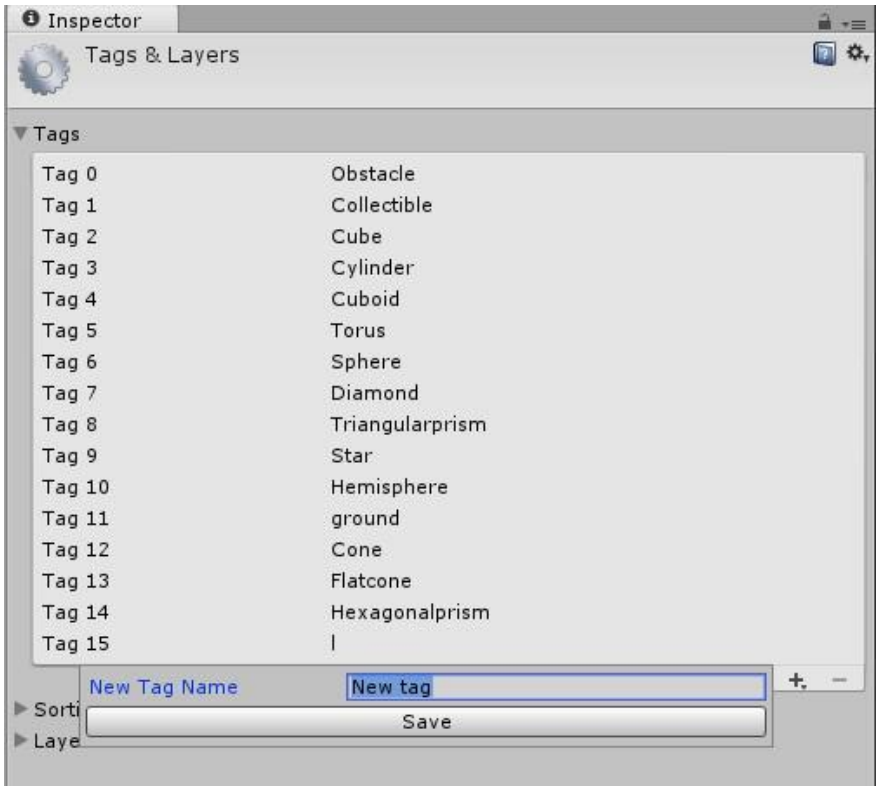
3)add the shape name

This is the location oof the script below :

Shape Shift\Assets\ShapeShift\Scripts\Properties\Shapes

```
public enum shape
{
    Cube, Sphere, Triangularprism, 1, Cone, Cuboid , Torus , Diamond , Hexagonalprism, Hemisphere// add new shape name here
}
```

4)add shape tag



5)add the commented lines of code

- prefabs/Obstacles/ add the name of the obstacle placed in the folder in “1” above .
- prefabs/Shapes/ add the name of the shape placed in the folder in “2” above

NB: Look our for name spaces.

- Select the shape type in shape.shape name

```
    }
    public IEnumerator GameObjPropertiesLoad()
    {
        Ground.Add(new Ground(Resources.Load<GameObject>("Prefabs/Ground/StartingBlock")));
        Collectables.Add(new Collectables(Resources.Load<GameObject>("Prefabs/Collectibles/Collectible")));
        Obstacles.Add(new Obstacles(Resources.Load<GameObject>("Prefabs/Obstacles/obstacle_cube"),false, shape.Cube));
        Obstacles.Add(new Obstacles(Resources.Load<GameObject>("Prefabs/Obstacles/obstacle_cuboid"), false, shape.Cuboid));
        Obstacles.Add(new Obstacles(Resources.Load<GameObject>("Prefabs/Obstacles/obstacle_diamond "), false, shape.Diamond));
        Obstacles.Add(new Obstacles(Resources.Load<GameObject>("Prefabs/Obstacles/obstacle_l"), false, shape.l));
        Obstacles.Add(new Obstacles(Resources.Load<GameObject>("Prefabs/Obstacles/obstacle_cone"), false, shape.Cone));
        Obstacles.Add(new Obstacles(Resources.Load<GameObject>("Prefabs/Obstacles/obstacle_hemisphere"), false, shape.Hemisphere));
        Obstacles.Add(new Obstacles(Resources.Load<GameObject>("Prefabs/Obstacles/obstacle_sphere"), false, shape.Sphere));
        Obstacles.Add(new Obstacles(Resources.Load<GameObject>("Prefabs/Obstacles/obstacle_hexagonalprism"), false, shape.Hexagonalprism));
        // Obstacles.Add(new Obstacles(Resources.Load<GameObject>("Prefabs/Obstacles/shape name"), false, shape.shape name));     Add this line code and place shape name
        shapes.Add(new Shapes(Resources.Load<GameObject>("Prefabs/Shapes/shape_cube"), shape.Cube,false));
        shapes.Add(new Shapes(Resources.Load<GameObject>("Prefabs/Shapes/shape_cuboid"), shape.Cuboid,false));
        shapes.Add(new Shapes(Resources.Load<GameObject>("Prefabs/Shapes/shape_diamond"), shape.Diamond,false));
        shapes.Add(new Shapes(Resources.Load<GameObject>("Prefabs/Shapes/shape_l"), shape.l, false));
        shapes.Add(new Shapes(Resources.Load<GameObject>("Prefabs/Shapes/shape_cone"), shape.Cone, false));
        shapes.Add(new Shapes(Resources.Load<GameObject>("Prefabs/Shapes/shape_hemisphere"), shape.Hemisphere, false));
        shapes.Add(new Shapes(Resources.Load<GameObject>("Prefabs/Shapes/Sphere"), shape.Sphere, false));
        shapes.Add(new Shapes(Resources.Load<GameObject>("Prefabs/Shapes/shape_hexagonalprism"), shape.Hexagonalprism, false));
        //shapes.Add(new Shapes(Resources.Load<GameObject>("Prefabs/Shapes/shape name"), shape.shape name, false));         Add this line code and place shape name
        GUIManager.Instance.UpdateBestScore(ScoreManager.Instance.bestScore);
        GUIManager.Instance.UpdateCollectible(ScoreManager.Instance.collectible);
        InfiniteGameObjManager.Instance.InstantiateGameObjects();
        yield return new WaitForSeconds(1);
        GameManager.Instance.SoundtoggleOnLoad(GameManager.Instance.soundindex);
        yield return null;
    }
```

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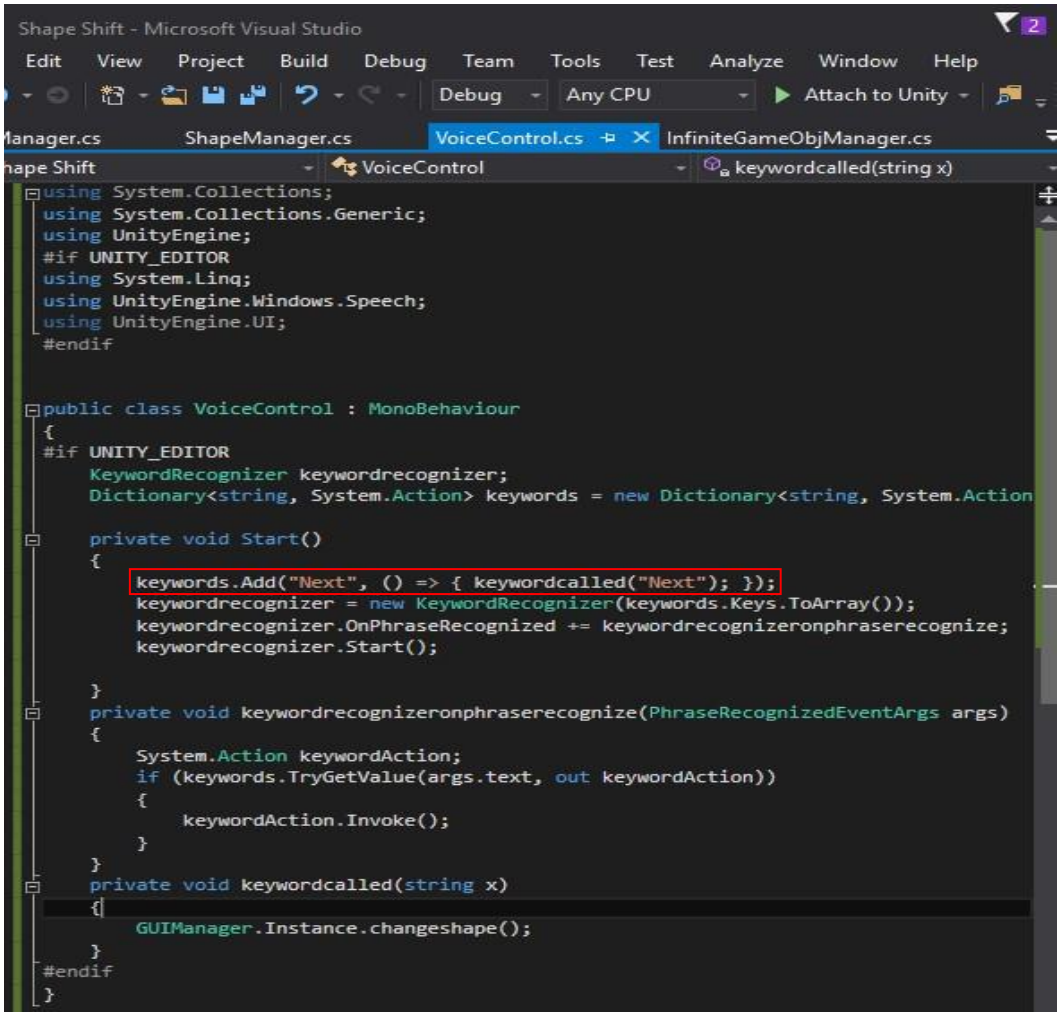
VOICE CONTROL

- Voice control will only work in unity editor.
- Say “Next” to change shape.
- Look for keyword.add to change keyword.



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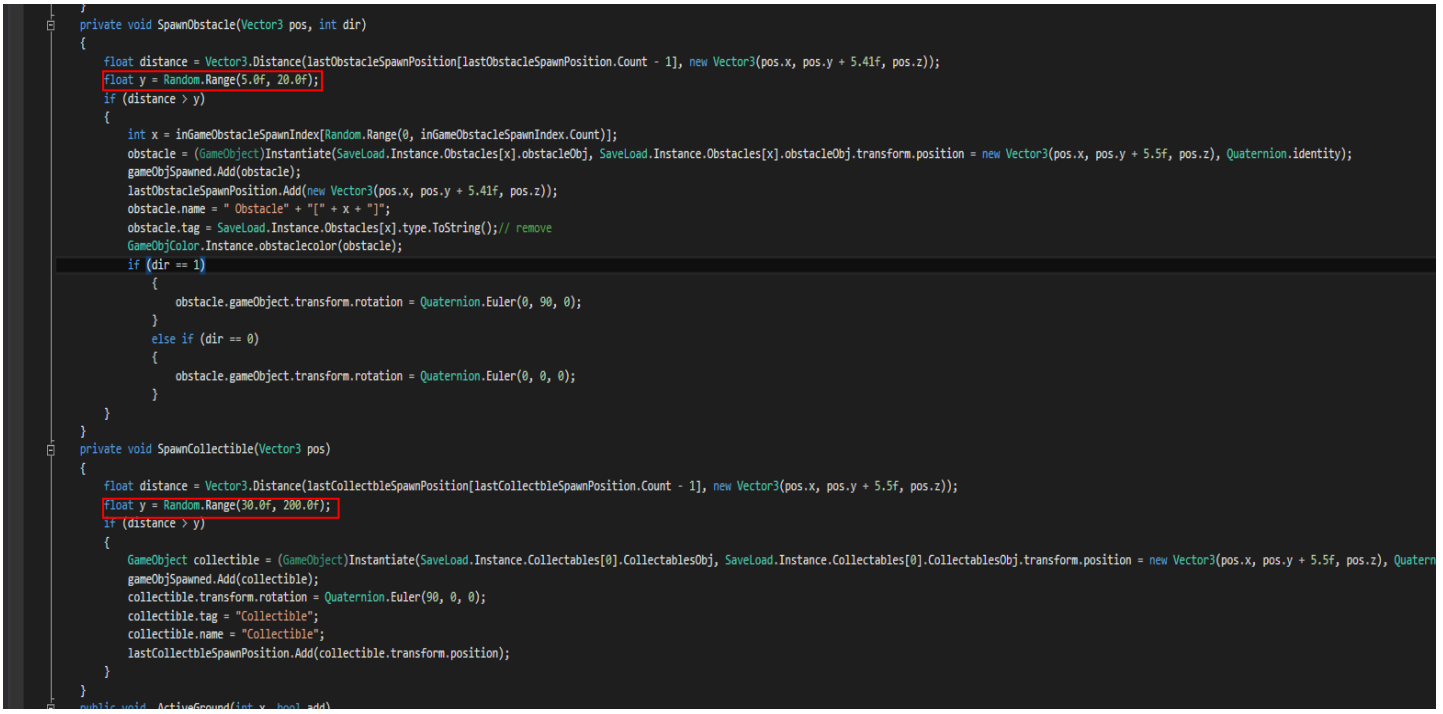
- NB: voice regognition is really slow if anyone has a better script please let me know.

Adjust spawn frequency

Script listed below is infinite obj manager



```
}
private void SpawnObstacle(Vector3 pos, int dir)
{
    float distance = Vector3.Distance(lastObstacleSpawnPosition[lastObstacleSpawnPosition.Count - 1], new Vector3(pos.x, pos.y + 5.41f, pos.z));
    float y = Random.Range(5.0f, 20.0f);
    if (distance > y)
    {
        int x = inGameObstacleSpawnIndex[Random.Range(0, inGameObstacleSpawnIndex.Count)];
        obstacle = (GameObject)Instantiate(SaveLoad.Instance.Obstacles[x].obstacleObj, SaveLoad.Instance.Obstacles[x].obstacleObj.transform.position = new Vector3(pos.x, pos.y + 5.5f, pos.z), Quaternion.identity);
        gameObjSpawned.Add(obstacle);
        lastObstacleSpawnPosition.Add(new Vector3(pos.x, pos.y + 5.41f, pos.z));
        obstacle.name = " Obstacle" + "[" + x + "]";
        obstacle.tag = SaveLoad.Instance.Obstacles[x].type.ToString();// remove
        GameObjColor.Instance.obstaclecolor(obstacle);
        if (dir == 1)
            {
                obstacle.gameObject.transform.rotation = Quaternion.Euler(0, 90, 0);
            }
            else if (dir == 0)
            {
                obstacle.gameObject.transform.rotation = Quaternion.Euler(0, 0, 0);
            }
    }
}
private void SpawnCollectible(Vector3 pos)
{
    float distance = Vector3.Distance(lastCollectbleSpawnPosition[lastCollectbleSpawnPosition.Count - 1], new Vector3(pos.x, pos.y + 5.5f, pos.z));
    float y = Random.Range(30.0f, 200.0f);
    if (distance > y)
    {
        GameObject collectible = (GameObject)Instantiate(SaveLoad.Instance.Collectables[0].CollectablesObj, SaveLoad.Instance.Collectables[0].CollectablesObj.transform.position = new Vector3(pos.x, pos.y + 5.5f, pos.z), Quatern
        gameObjSpawned.Add(collectible);
        collectible.transform.rotation = Quaternion.Euler(90, 0, 0);
        collectible.tag = "Collectible";
        collectible.name = "Collectible";
        lastCollectbleSpawnPosition.Add(collectible.transform.position);
    }
}
public void ActiveGround(int x, bool add)
```