DOOR INTERACTION KIT V1.1
DOCUMENTATION

Contents

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Introduction

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Make a small donation: www.paypal.me/speedtutor

Pack includes: The Battle Royale UI System is a complete template for implementing your very own version of the popular BR health system as seen in popular series'. It features a customisable armour, health and cash system.

Refer to my tutorial if you need any help or please send an email!

If you have any problems with the pack, or have some ideas for new models you'd be interested in, please feel free to contact me.

Email: speedtutoruk@gmail.com
Website: http://www.speed-tutor.com

CHECK OUT THE ONLINE DOCUMENTATION FOR SETUP HERE: https://speedtutoruk.gitbook.io/door-interaction-kit-doc/

FAQ

Q). How do I Import the asset?
A). Go to the Unity asset store and visit your "**Download manager**". Download the asset if not already downloaded and click "**Import**", import all required features of the asset for your use. It should have appeared in your project under "**Door Interaction Kit**".

Q). Should I import "Project Settings" when choosing to import this asset?
A). It is always recommend NOT to import project settings unless important for your project, you can alternatively create an entirely new project and import this asset with the project setting, then transfer the package folder over to your current project. To save any issues! Always back up your project before importing any assets – If you have any issues, do let me know!

Q). Is there an example of this asset working?
A). Yes, you can open the "**Door Interaction Kit - DemoScene**" to see the vitals system in action, or use this scene as your initial base of your project.

Q). My managers don't stay between scenes properly?
A). Take make these work best, they shouldn't be in an empty game object, but loose within the hierarchy. This is just how the Don'tDestroyOnLoad works, I only put them with a managers parent gameobject to keep it looking neat and tidy!
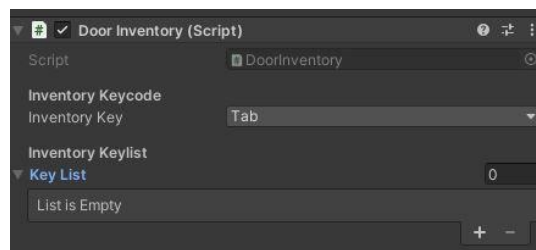
DOOR INTERACTION KIT V1.1
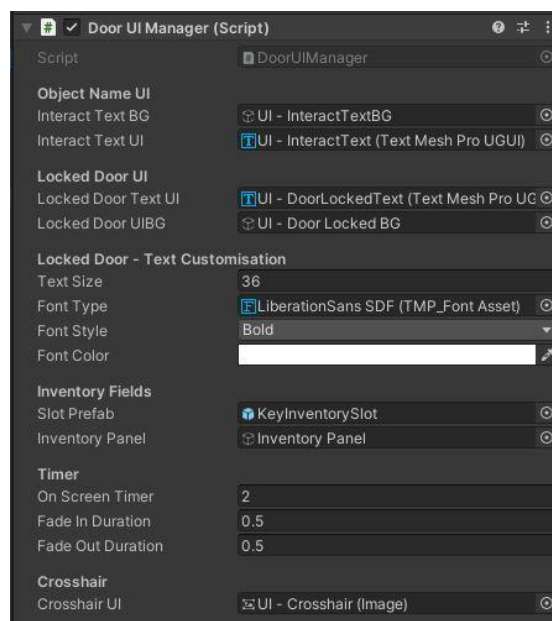DOCUMENTATION

Getting Started - Setup

Up to date setup on the ONLINE DOCUMENTATION HERE: https://speedtutoruk.gitbook.io/door-interaction-kit-doc/

BEFORE YOU START: You could add the "1- DoorInteractionKit_Full_DemoScene" prefab to your scene if you want a really quick start!

1. Add the **FPSController** object from the prefabs folder into your scene and make sure the **DoorInteractor** script is attached.
   a. RayLength can be 5

2. Add the:
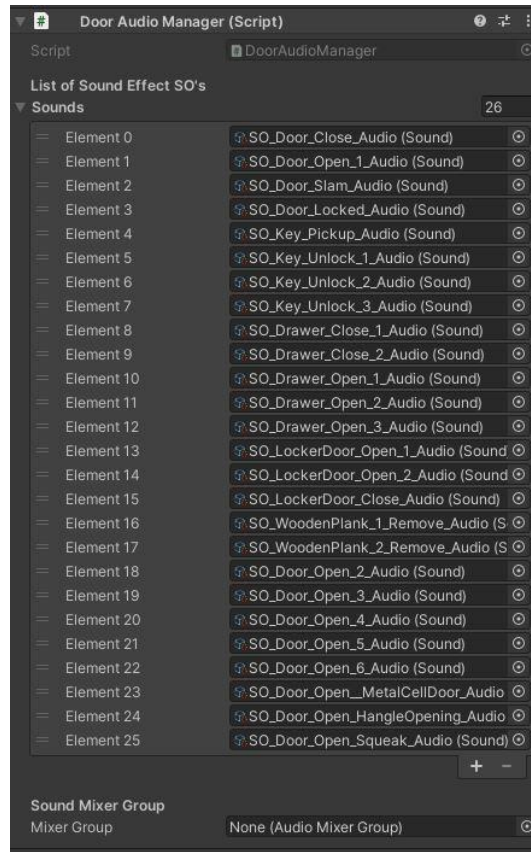   a. DoorInventory (The input for opening the inventory)

   b. DoorUIManager (All the elements to the UIs

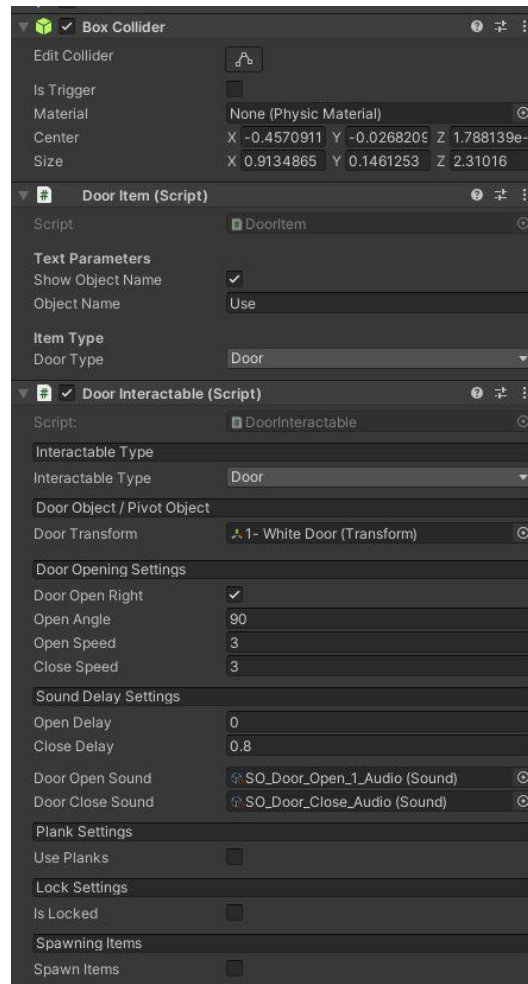MATTHEW RUKAS – SPEEDTUTOR
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c. DoorAudioManager (Which has all sound scriptables in the array)

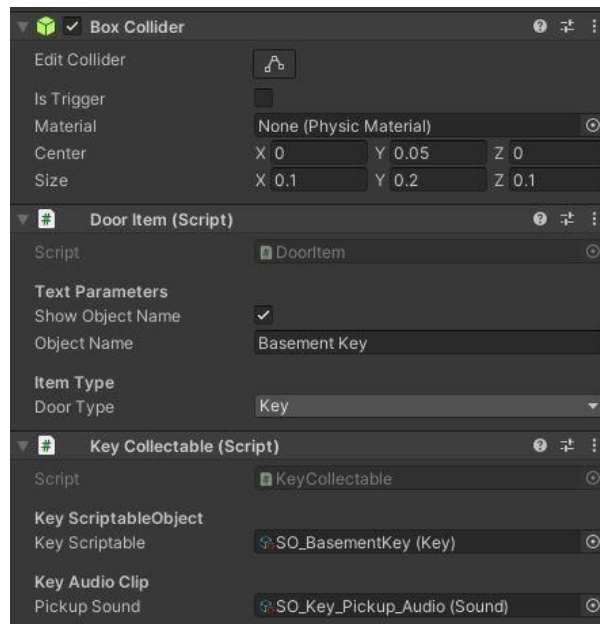d. All these managers can be seen with usage in the online documentation

3. You can add a door to your scene and make sure it is setup as such
    a. Box Collider
    b. Door Item script
    c. Door Interactable script

4. You can add Keys to your scene by adding a prefab and these will have scripts:
    a. Box Collider
    b. DoorItem script
    c. Key Collectable

5. Add the Canvases: Crosshair Canvas, Door Text Prompts Canvas, Door Inventory Canvas

6. If you want to learn how to add planks to block the door and spawning objects, please checkout the online documentation here: https://speedtutoruk.gitbook.io/door-interaction-kit-doc/

Patch Notes

V1.1 - June 2023

- Created new DoorInteractor script for raycasting
- Removed ButtonRaycastDoorScript and merged into DoorController
- Added 3 brand new PBR doors to the scene
- Added a Set of PBR keys to the scene
- Added PBR drawers and lockers
- Added new DoorAudioManager script
    - Created a delay method for delaying audio effects
- Created a new DoorItem script to manage all doors
- Created a new UI manager to maintain all UI elements
- Refactored the DoorInteractable
    - Added new scriptableobjects for sounds
    - Refined functionality with less code
    - Created a brand new custom inspector for this script
    - Added code to open & close the door with interpolation rather than animations
    - Added custom functionality for unlocking doors with keys
    - Added functionality for planks to block usage of a door
- Created an Inventory System for collecting keys
    - Created set of icons for collected keys
    - Added custom inventory UI for visuals
    - Created prefab for inventory slots for easy usability
    - Created ScriptableObjects for Keys
    - Added UI for removing keys
- Added new functionality for locking of the door
    - Added custom sound effects when it is locked
    - Added custom UI text for UI locking with fades
- Created a KeyCollectable script for collecting keys
    - Added key pickup sound effects
- Added a locker example to the scene
    - Lockers act like normal doors and can be locked
    - Added new sound effects for opening locker doors
- Added custom drawer functionality
    - You can now spawn objects within drawers with the provided event
    - Added PBR drawers to the scene
    - Can now open and close these drawers
    - Lock drawer functionality
    - Added sound effects for opening drawers

Contact

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