

Verb Collective Verbs

Triggers

hasLanded

- Poem
 - Sure you have landed
but if not on the ground
bad luck buddy,
you're still falling down
- Description
 - Very often we need to see if a game object has landed. Such as a player jumping and checking to see if they landed on the ground, where other types of collision are possible. This can also be used for all kinds of instances where you want to have different collisions generate different results.

whenBounded

- Poem
 - I like to go there
I like to to seek
if I keep going
my prospects are bleak

if I stay local
and don't go too far
I can ignore this verb
and lower my bar
- Description
 - This verb is used to keep an object in a predefined space. It can be useful for getting rid of unwanted objects or for creating a constrained play area.

whenDistant

- Poem
 - Near or far
wherever you go...
I will be checking
this verb lets me know
- Description
 - Triggers if the object is over a certain distance from point (or near to it). The point can either be set in inspector or will default to the starting location of the object.

Users can provide the threshold as well as the target object. Users can also provide the option of this trigger occurring due to proximity and/or only triggering once.

whenFugitive

- Poem
 - I didn't shoot the sheriff
or even the deputy
but I did skip out on tickets
for parking illegally
 -
 - If they know its me
When I try to leave
I will be arrested
and that will make me grieve
- Description
 - This verb triggers when the object exits a trigger collider attached to an object with the correct name. An example of when you might use this is a player leaves a game area or exits a particular room.

whenHit

- Poem
 - Ouch!
It isnt nice to hit people,
or things,
but sometimes it happens
and when it does
it can trigger some verbs
- Description
 - Triggers when object collides with another object. Requires a collider with the isTrigger property set to false.

whenIdentified

- Poem
 - It isn't love
if it's for everyone
this verb is special
- just for you -
if your name is nameBeingChecked
and useName is true
- Description
 - This verb looks for trigger collisions and, depending on whether the colliding object has the correct name or tag it will trigger an effect.

whileAway

- Poem
 - Absence
makes the heart grow fonder
Distance
just triggers this verb
- until you leave again
- Description
 - Triggers if the object is over distance from a point that can be set in inspector, or else it will default to the starting point. The user can provide the threshold and the location(point). User can also provide the option of this trigger occurring due to proximity and/or only triggering once.

whilePressed

- Poem
 - Some things happen once
some a little at a time
as long as this key is down
a little works just fine
- Description
 - Triggers for the duration that a key is held down. Deactivates when the key is no longer pressed. The user provides the key to be pressed

whenTyped

- Poem
 - Language is lovely
special and fine
but I can do more
when the letters are mine

Whatever you type
any letter will do
changes the world
I do that for you
- Description
 - Triggers when the user types a key whose keycode has been typed in the inspector

whenTouched

- Poem
 - Just a gentle nudge will do
tap, tickle, or touch

no matter how little
it does just as much

- Description
 - Triggers when object collides with another object. User provides whether this object will deactivate on touch

whenStill

- Poem
 - Motion gets all the love
everyone wants to move
but if you can handle stillness
this verb will play your tune
- Description
 - Triggers when object remains motionless for a duration of time. User provides the duration for the object to remain still.

whileVisible

- Poem
 - Peek a boo
I see you

 - If can you see me
you will see what I do
- Description
 - Triggers when the object is looked at. User can provide a threshold for how central to the camera an object needs to be to be considered visible

whenWatched

- Poem
 - Are you looking at me?
Im looking at you.

 - Look long enough
and you will see what I do.
- Description
 - Triggers after the object is visible/looked at for a specified duration. This can be used to fire lasers, to make sure that something has been seen, or anything else you can dream of.

whileHolding

- Poem

- He's got the whole world in his hands
the whole world in his hands

but most of the time
it's just one object
and if it is this object,
with this verb,
...something might happen...
then stop once you let go

- Description
 - Triggers when trigger object is collided with, it then deactivates any verbs when it exits that collision. It does require one object to have a rigidBody and one object's collider to be set as a trigger.

whenTyped

- Poem
 - Language is lovely
special and fine
but I can do more
when the letters are mine

Whatever you type
any letter will do
changes the world
I do that for you
- Description
 - Triggers when the user types a key whose keycode has been typed in the inspector

Movement

toApproach

- Poem
 - If you want to move
towards some distant object,
The object might move
and you will move too
just watch out for walls
you cannot pass through
- Description
 - Object will move towards a target object or position at a variable speed. It can be set to trigger verbs and turn off upon arrival at a fixed destination or stay on continuously.

toBlink

- Poem
 - here
there
maybe there
or there
or maybe here
or there
 - Like a raindrop,
you never know
where it will fall
- Description
 - This randomly teleports the object to a position relative to an existing object or to a specific set of world coordinates. Users can select the possible ranges for each coordinate.

toDrive

- Poem
 - I tend move
as fast as I can
but if it werent for this script
there would be no gas in the can
- Description
 - This is really just a generic controller device for moving an object the way that a car drives. Created for the demo it contains helpful code for using the input system.

toFace

- Poem
 - Wherever you go
I will find you
Everything you do
I can see
Its not that I am creepy
but that something triggered me
- Description
 - The object will have one object rotate to face another object. The speed at which the object rotates is set by the user. The user can also choose if this happens once or continuously.

toGravitate

- Poem

- The entire universe took shape based on this simple principle
now just imagine
what you could do with it
- Description
 - The ‘planet’ object will gravitate toward and around the ‘sun’ object

toJump

- Poem
 - You know Mario
I know Mario
we all know Mario,
we even know Luigi

The reason we know them
is because of me,
I am the force
that was with them
- Description
 - Causes the ‘jumper’ object to move in the designated direction with the applied amount of force.

toOrbit

- Poem
 - Think of the sun,
then the planets
and moons

They all circle around
one thing or another
whether galaxies afar
or even each other

Pick something to circle
and use this verb
- you’ll feel super celestial
- Description
 - Object will orbit around a target object at a variable speed. User will set the speed, as well as both the satellite object and the one that it orbits. User can select the axis as well, but defaults to orbiting on the y-axis.

toPerspectivize

- Poem

- First
Second
Third

We are not persons
We are people

I am all of these
and none
I follow, but at a distance
of one

- Description
 - This positions one object relative to another, it can be used to set a camera at a fixed distance. Combined with other verbs this can create useful relationships between objects.

toReturn

- Poem
 - Home is where the heart is
and as far as you go
you can always go home

This verb brings you back
to where you began
- Description
 - Object will return to place of origin when triggered, you can set the speed using the return rate

toRotate

- Poem
 - Righty tighty
Lefty loosey
as long as it spins
this verb is happy
- Description
 - The object will rotate around an axis determined in the inspector at a given speed

toSpin

- Poem
 - Some people rotate
some people spin
the way I do it
plays to win

- Description
 - Similar to “to Rotate” this option uses Unity’s input system and is included because for people exploring games or keyboard based experiences, it is useful to have shorthand ways to access the built in input system.

toStep

- Poem
 - Life is a journey
that begins with a single step
so...
Use this verb
and enjoy the journey
- Description
 - This moves an object, without using physics, in a direction of your choosing for a distance of your choosing.

toTeleport

- Poem
 - This verb might be
the solution
to the Santa paradox

There are no reindeers,
only this script

And Santa uses it
- Description
 - Object will instantly move its position to a target position. The user can decide if this movement uses a set of coordinates, a reference object, or if it simply returns to its initial position.

toThrust

- Poem
 - May the force be with you
at least for a period of time
in the forward direction
- Description
 - This verb applies a burst of force to the object, moving it in the direction it is facing

ToTradePlaces

- Poem

- There was a movie in the 80's
With Eddie Murphy and Dan Ackroyd
that had a lot in common with this verb
only it referenced social class
rather than just the Verb class
- Description
 - Makes two objects swap positions.

ToVector

- Poem
 - I like to move
ignoring all physics
I think im obsessed
with Cartesian Coordinates
- Description
 - This verb ignores physics to move an object in line with a vector determined by the user. Unlike toStep, this does not resolve at a predetermined distance.

toAscend

- Poem
 - Heat rises up
up to towards the sky
when this gets triggered
so do I
- Description
 - Object will move up on the y-axis at a variable speed to a max height. The speed and height are the main variables for this verb. The verb will end when the object reaches or exceeds the max height. This will work to descend as well is negative numbers are used

toDizzify

- Poem
 - Left or right
up or down
Im looking for a direction
that cant be found
- Description
 - Rotates attached object in a random direction.

Meta

toAnimate

- Poem
 - Think about Frankenstein,
the creature not the man,
it took lightning to animate him
which was a complicated plan
 - If the dr had kept it simple
igor would not have failed so bad
he could have set living to true
and none would have gotten mad
- Description
 - This verb leverages the basic parameters in the mecanim system to trigger animations. You can select which type of parameter you want to use, and type the name of the parameter, then set it to whatever value you choose.

toChill

- Poem
 - Please don't go away forever
or die or even leave at all
just, like, I dont know
chill out for a while
- Description
 - Turns off verbs in the verbsToChill array

toDie

- Poem
 - You seem really nice
friendly and kind
so I'm sad to say it
but you're going to die
- Description
 - The object subject to this verb will be destroyed, or removed from the scene.

toDisable

- Poem
 - Please don't die
but do go away
come back if I need you
on some other day

- Description
 - This verb will deactivate a target object. Deactivated objects are still present in the scene but are invisible and inactive while deactivated

toEnable

- Poem
 - What is not dead
but is not alive?
What has weight
but weighs nothing
has color
but cannot be seen?

answer:
The object that was disabled
before you triggered this verb
- Description
 - This verb will make the target object active.

toExample

- Poem
 - I am nothing
you are nothing
we know nothing
nothing can be known

However...
It can still be helpful
To know why these scripts
look the way they do
- Description
 - This script is actually an important part of the documentation. In going over the structure and common features of a verb, from within a verb, the goal is to make the information clearer and more accessible.

toExplode

- Poem
 - Explode is the wrong word
but it's better than sparkles
You can use this verb
to activate particles
- Description

- This script simply connects to a particle system that you add in the inspector and turns it on. You can turn off the particle system by chilling or deactivating the verb.

toGamble

- Poem
 - It might not be poker
and certainly isn't roulette
but when you trigger this verb
nobody knows what you'll get
- Description
 - Generates a random object using options selected from those added to the inspector.

toKill

- Poem
 - It isn't nice to murder,
that is obviously true,
but with roaches and weeds
don't stop till you're through
- Description
 - The objects in the victims field will all be killed, or removed from the scene. You can also use this to kill all objects with the same name or the same tag. Note that when killing by name it will only kill one object, even if multiple ones in the scene have the same name.

toLoad

- Poem
 - You are playing a game
and you defeat the big boss
you score the maximum points
and never have lost

Go to the next level
and see something new
load a new scene
and find something to do
- Description
 - This verb will load a new scene. Scene is provided by user. Be sure to include the scene in the build settings or this will not work.

toQuit

- Poem

- trigger this
and thats it,
there isn't any more

no, really
bye

- Description
 - Usually triggered by the escape key, this quits a built application. I find it always helps to have a quick way to exit an application and this can attached anywhere in the scene.

toSample

- Poem
 - Copy and paste this verb for quick verb making
- Description
 - Copy and paste this verb for quick verb making

toSpawn

- Poem
 - The world can be lonely
the world can be dull
if you want to make it busy
add something new
use this verb to add things
no need to feel blue
- Description
 - Object will spawn, or be created, at a target location(spawnPoint), at the location of a target object, or at this objects location if neither of those options is selected. User provides the type of object that spawns(theCreated) as well as the target location. User can also decide if the Object the verb is on will destroy at the end of this verb. Generally the spawned object(theCreated) should not be a copy of the object to spawn is attached to.

toSubpoena

- Poem
 - Sometimes im willing
to do something for you
but I like to make sure
that you're really you
- If you are the one
Then you have the right name

otherwise just forget it
I wont do a thing

- Description
 - This verb looks for trigger collisions and will then trigger verbs if the triggering object has the correct tag

toAdopt

- Poem
 - What do you know,
you can't remember that night,
it was so long ago
so maybe I'm right
this will prove Im your child
and then you will see
wherever you go
there I will be
- Description
 - The adopted child will be attached to a new parent object by making it a child of the parent in the scene's hierarchy. Making this Verb useful for combining objects

toEmancipate

- Poem
 - I was young when I started
my major movie career
and as much as I like you
I hold my millions more dear
- Description
 - The selected game object will be moved to to the top of the hierarchy, meaning that it will not be parented to anything else in the scene.

toSwitch

- Poem
 - Take an object (s)
Make it go
Take another object (s)
Make it show
- Description
 - This verb switches out objects by turning an array of objects off and then turning a second array of objects on.

Audio

ToDJ

- Poem
 - I found a box of records
and decided to play one
after that another
and I started having fun
 - I close my eyes and grab
the closet one at hand
the order doesnt matter
Im the DJ not the band
- Description
 - This script plays a selection of audio clips in random order. If it is set to loop it will keep playing a random clip from the array, otherwise it will just play once.

toExclaim

- Poem
 - ‘Ouch’ and ‘Oh no’ you say
or ‘Dang’ or ‘Darn’
or ‘Yowwwweee!’
 - just once
however loud,
and then pretend
it didn’t hurt you
- Description
 - This script plays an audio clip one time at a volume of your choosing

toPlay

- Poem
 - if you just want a sound
to play on command
please use this script
it is high in demand
- Description
 - This verb plays a selected audio clip using the audiosource for the game object

Appearance

toColor

- Poem
 - Roses are Red
Violets are Blue
The color this turns
is up to you
- Description
 - This verb changes the color of the object it is attached to

toGrow

- Poem
 - Like a seed in the ground
watered by rain
whatever this controls
gets bigger by day
- Description
 - The object will grow at a variable rate/multiplier for a duration of time, the user sets the rate and duration in the inspector.

toDarken

- Poem
 - From Twilight to Darkness
The passing of time
darkens the sky,
then– in the morning–
returns it to light
- Description
 - This verb changes the color of the object it is attached to by adding or subtracting to one or more of the RGBA color fields

Timing

toCount

- Poem
 - It isnt always love at first sight
sometimes it takes
one or two or even three times

If you want something to happen

but want to make someone work
use this to test if they are willing to try
one or two or even three times

- Description
 - This verb counts every time it is triggered, by setting a goal number you can trigger an effect that will occur after that many interactions. An example would be a door opening after knocking on it twice.

toRandomize

- Poem
 - They love me
They love me not
They love me
They love me not
- Sometimes it is love
and sometimes it is you
ripping apart flowers

- Description
 - This verb is used to randomly trigger other verbs. It can be used to create randomized behaviors and to induce chance to a scene or a process.

toSequence

- Poem
 - Sometimes you want things to happen
one at a time, first this
then that, then the other
then again, over and over
- You can make it random
or use it in a line
you can have it grow
then shrink the next time
- Description
 - This verb is a sequencer that lets you choose an array of verbs to either trigger in order or else trigger at random.

toTime

- Poem
 - I am looking at my wrist
but not wearing a watch
it just means I'm thinking
about how much time I've got

- you can use time to start
but also to stop

- Description
 - Object will stay and wait for a duration of time. The user can provide the duration or it will be set to 3 as default. This is useful for timing interactions and creating delays. Sometimes having a half second between functions helps avoid confusion. The difference between this and toWait is that this will also work to Disable Verbs

toWait

- Poem
 - Its coming
almost there
just a sec
a little more
hold for it
keep holding...

Waiting can be hard to do
but not with this!

- Description
 - Object will stay and wait for a duration of time. The user can provide the duration or it will be set to 3 as default. This is useful for timing interactions and creating delays. Sometimes having a half second between functions helps avoid confusion