Documentation-Jan: Player Interaction

Interaction System:

- For the Player to be able to interact with a Object in the Game the PlayerObject needs a Triggerbox around him (see Fig. 1)
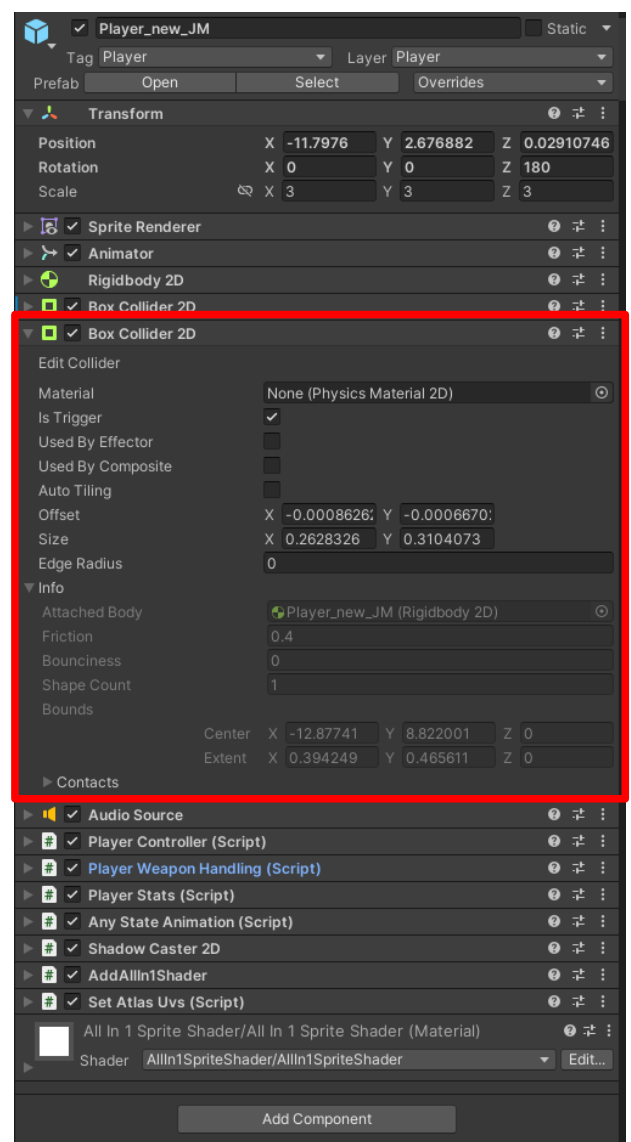

Fig. 1: Triggerbox-Component of the Player Object

- Currently there are two seperate Components that should lie on specific interactable Objects.
  - So far that are:
    - Interactable Consoles that control the opening one or more dors (currently Elevator doors)
    - Interactable Doors, that are opening on interaction and sending an ‚noise-event‘ on opening according to the ‚kick in noise‘ property
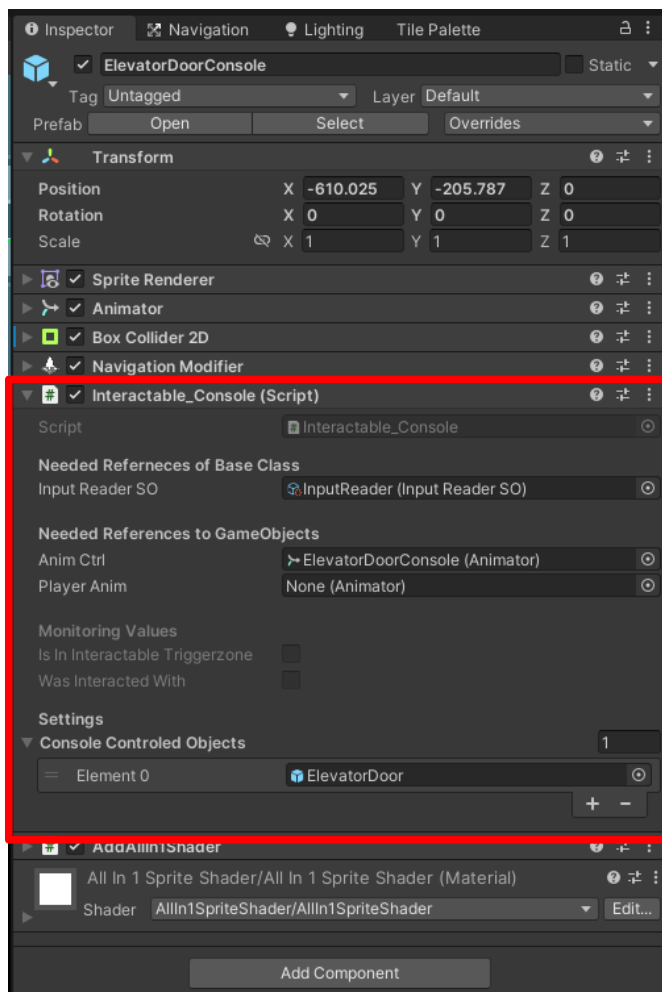

Fig 2: 'Interactable_Console'- Component on a ConsoleObject, that controlls an Elevator Door (is a ChildObjet of the Console Object)
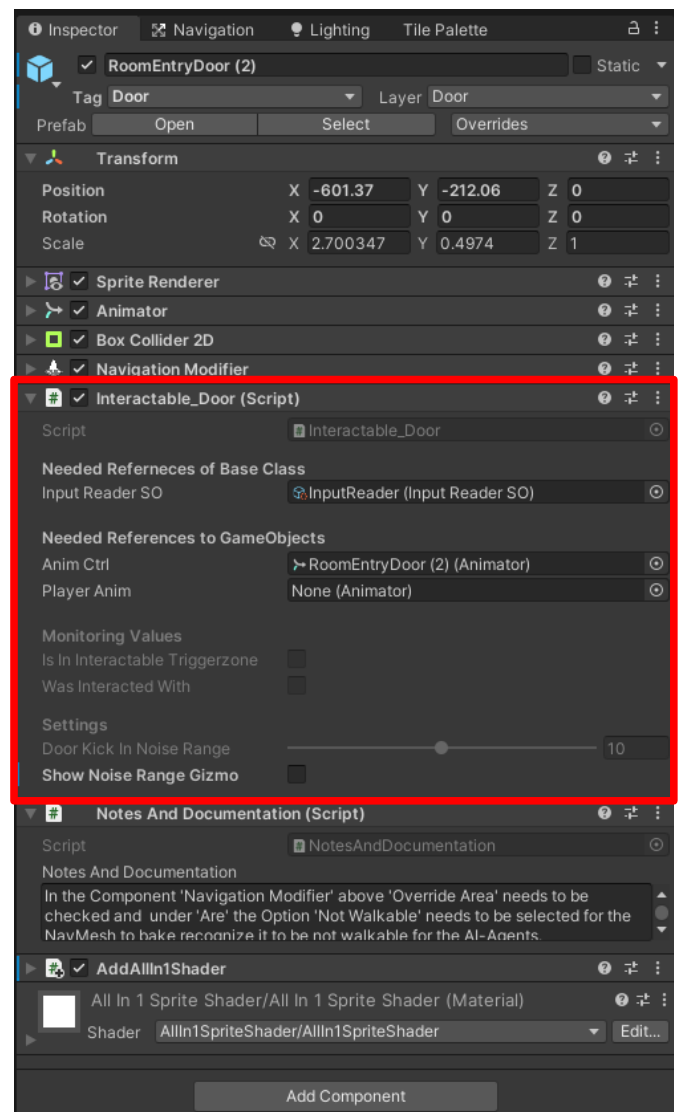

Fig. 3: 'Interactable_Door'-Component on a Door GameObject

- Codewise the Interactable_Console.cs and the Interactable_Door.cs derive from the Interactable.cs as shown in Fig. 4 and 5
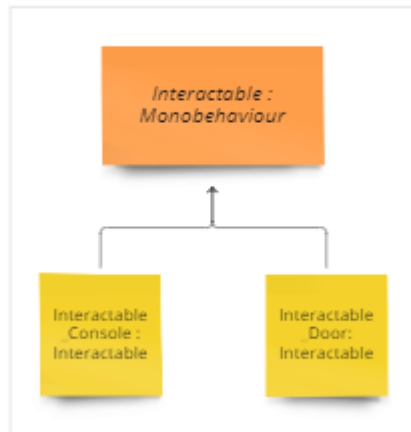
Architecture Example

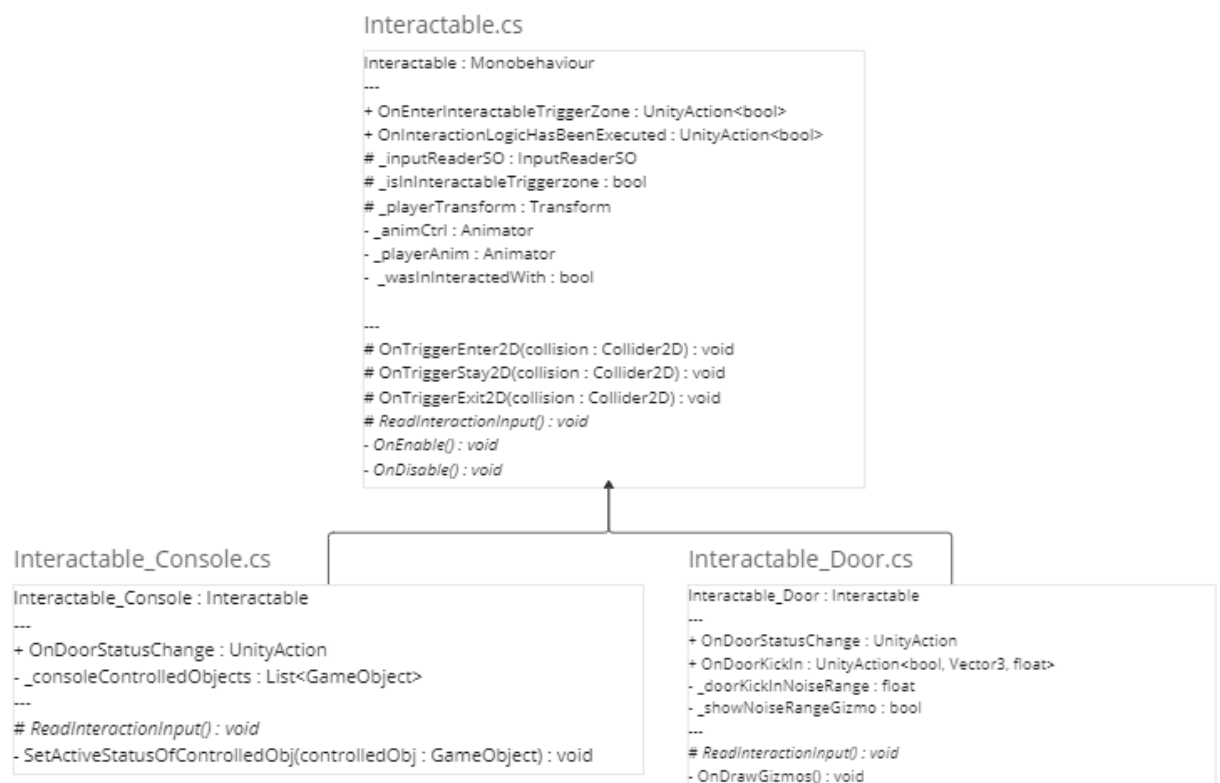*Fig. 4: Ther Architecture of the Interaction System*

Fig. 5: The Detailed Architecture and Members of the Interaction System related Classes