

ADVENTURE NARRATIVE JUNGLE THEME GUI

SCRIPT DOCUMENTATION v1

First of all, thank you for purchasing this asset through Unity Assets Store. This documentation will guide you through the usage of this asset package.

ADVENTURE NARRATIVE JUNGLE THEME GUI

Adventure Narrative Jungle Theme GUI is suitable for jungle-themed adventure narrative games but you can use it for whatever you're creating! This one is inspired by the "Jumanji" movie.



Features:

- UI Elements
- UI Script Examples
- Demo Scenes
- Support for multiple screen sizes
- Inkscape SVG File

Assets:

- 2 Demo scenes
- 119 PNG assets part
- 3 Variations of keyboard button
- 12 Mouse icon

All scenes and parts are easily customizable and can be adjusted for your needs.

SCRIPT EXAMPLES

The scripts written in this asset package are intentionally made for demo purpose, to show how the UI supposed to navigate and behave in runtime. Any kind of custom improvements can be made whether to proceed using our scripts or by writing your own preferred scripts.

If you want to proceed and extend your functionality based on our scripts, then these are some guides to help you get to know the big picture of it.

Generally, there two types of scripts:

1. **BaseMenu**

This is the base class of all scripts that contains selectable SubMenuItem list with navigation behaviour. You can treat it as the root of the menu item list.

2. **SubMenuItem**

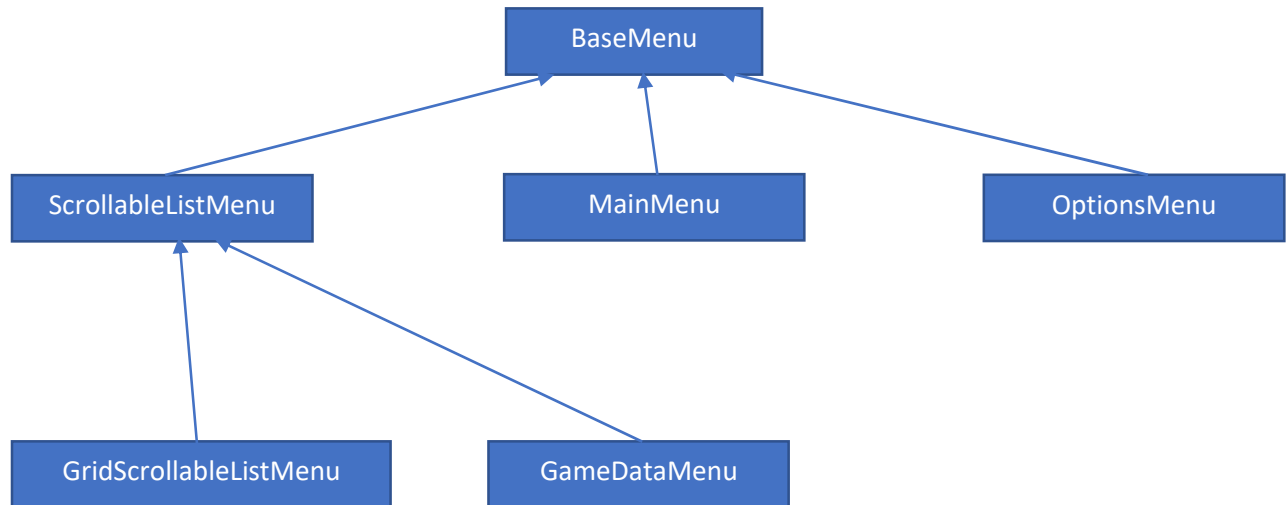
This is the base class of all scripts that is a child menu item of a menu. A sub menu item may contain a child panel, in which the child panel may contain a BaseMenu, enabling nested menu hierarchy.

3. **ItemPreviewer**

This is the base class of all scripts with sole purpose of showing certain selected item's images and texts. This class is not the part of BaseMenu and SubMenuItem compositions.

SCRIPT EXAMPLES CLASS INHERITANCE DIAGRAM

1. Base Menu



- **ScrollableListMenu**

A menu in which the menu item list is contained inside a scroll view.

- **GridScrollableMenu**

A menu in which the menu item list is shown within a grid layout and contained inside a scroll view.

- **GameDataMenu**

A game data menu, either a load data menu or save data menu.

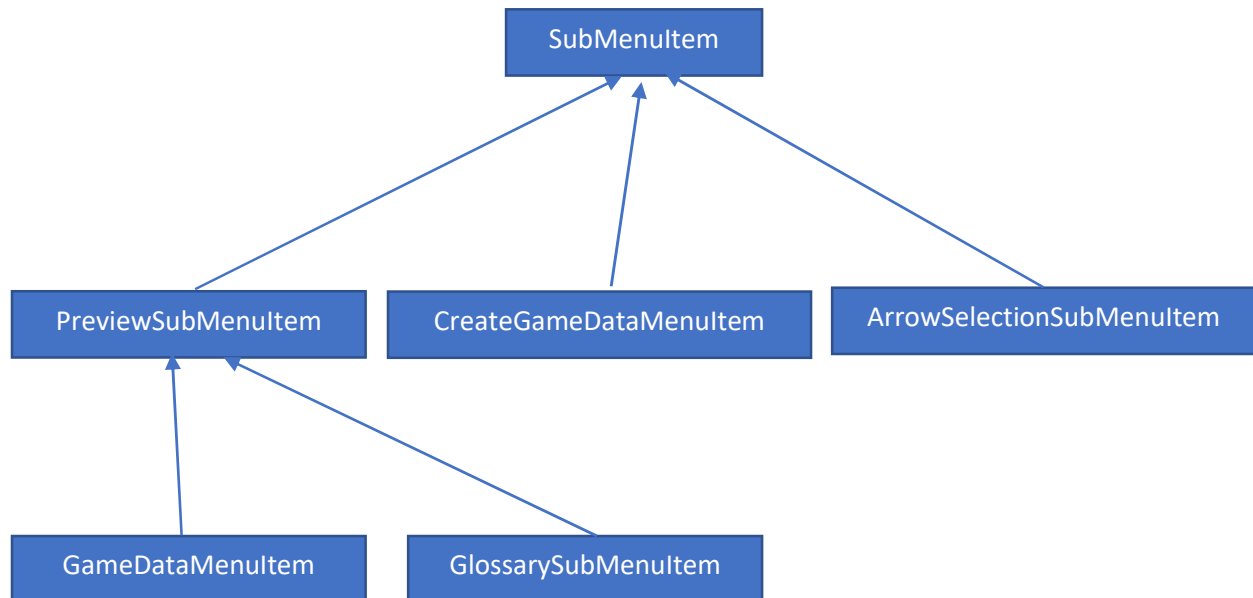
- **MainMenu**

A menu with specific functionalities for main menu.

- **OptionsMenu**

A menu with specific functionalities for menu, especially to implement distinct control to change menu tab.

2. Sub Menu Item



- **PreviewSubMenuItem**

A sub menu item that contains preview image and detailed texts.

- **GameDataMenuItem**

A sub menu item of a game data menu for either save data or load data.

- **GlossarySubMenuItem**

A sub menu item for Glossary menu.

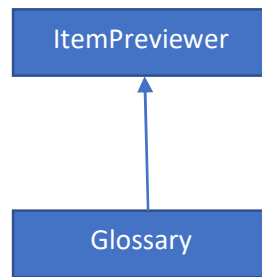
- **CreateGameDataMenuItem**

Sub menu item for Game Data menu to create a new game data. A game data menu should not contain multiple menu items of this type.

- **ArrowSelectionSubMenuItem**

A sub menu item that contains arrow selection to change certain value.

3. Item Previewer



- **Glossary**

An item previewer with specific functionalities glossary sub menu items.

SUPPORT

If you have any questions or difficulties regarding this asset package, you can send an email to affan@calcatz.com. Thank you for having this asset, cheers!