



# Turn Based Battle kit High Level Overview



## WELCOME



Thank you for purchasing the Turn Based Battle system

The kit was designed to be modular so it can be adapted with ease into a variety of battle systems. In this document I will attempt to describe this system in as layman terms as I can and try to steer away from the coding aspect of it all.

## 1. BattleField

The whole system is self contained within a battlefield object. This is where you place all the components that make up your custom battle system.

Items you will find on here are cursor display components and camera position components and so on and so forth. If you don't like the way one of them works, either remove it or replace it with one that you like.

Two things that **MUST** be on this component, though, is the script to actually **RUN** the battle and the **FACTION** objects. The kit initially comes with one script to drive the battle but as more systems are created, more will be added.

## 2. Factions

This is arguably the second most important component on the battlefield. Each faction object contains info on what characters are participating in the battle and which side they are on.

The battlefield is divided into two parts and each part needs it's own faction object to tell it how that part behaves. The faction not only contains the characters that are in it but also stipulates whether that faction is human or AI controlled and does all AI related functions amongst many other things.

It may seem simple when seen in the inspector but this class handles most of the gameplay work in the background.

### 3. PlayerInfo

As mentioned above, each faction specifies what characters belong to it. Each of those characters are defined by a PlayerInfo object.

A PlayerInfo object contains all information you could possibly need to know about a player. This includes what animation it should play when idle, what animation to play when attacking or running or dying, etc. Also, what spells and attacks a player can have and what your current power and max power is as well as your player level and so forth.

Again, easy to configure in the inspector but quite a lot is going on in the background while the object is in use.

### 4. AttackInfo

As mentioned above each player has a list of attacks and spells it can perform. Each attack can be custom made by you, the designer, by attaching a few key elements to it.

Firstly, this object will tell the player what animation it should play when the attack is performed. Secondly, it indicates whether or not there is a special effect that should be played with the attack. For instance a heavy sword attack might cause a flash on the screen or some sparks to fly upon impact... Here you can specify what special effect to play when this attack is performed.

Also important in this class is the ability to specify whether this attack will take place in front of the enemy, in the neutral area between the factions or at the player's original location. You do not need to run to the enemy to throw him with a fireball but you cannot hit him with an uppercut from the other side of the battlefield...

### 5. MagicInfo

This class simply takes the AttackInfo and adds a little to it.

To be more precise, it allows you to play an opening animation before doing the attack so if you want to make the character do the Macarena to charge up his or her attack, this will allow you to do so.

Also, just as the AttackInfo allows you to specify a special effect to play, here you can specify another one to play also. This allows you to show beams of light growing all around you and birds coming to sit on your shoulders while angels fly down from heaven to play their harps for you while you are doing the Macarena to charge your power before, finally, giving control to the AttackInfo to do your actual attack.

Finally, this class has one more feature. It allows you to drop an animation path on it and it will then move a camera along that path to give you a cinematic effect while all the above happens. There is little point in having birds and angels and what not if you cannot have a cinematic view of the whole affair...



## Special note:

By now you must have realized that you can make any number of camera animations using whatever program you like or by simply using Unity's own built in Animation object. It doesn't really matter as long as you have an .anim file at the end of it all.

Also, you can have any number of animations in the project. Simply import all the animations you want, drag them all into the provided AnimationController object (or create your own custom one(s) per character if you prefer). This kit does not require any configuration of the animations in the AnimationController. It just needs to be in there and that is good enough for the kit.

You are also free to use any special effect you created yourself or any special effect you bought on the asset store or you could even use the included tools to build your own special effects.

Each spell and each attack consists of a combination of animations to play, special effect to instantiate and cinematic camera animation to play with it all as well as a custom audio track to play. You are thus able to create any number of custom attacks by simply using any combination of any of the objects mentioned above that you may have in your project... Did someone release a new SFX kit yesterday? Do you just love it to death? Excellent! Buy it, import it, use it. That simple! :D

## Summary / Quick start guide:

As far as the high level overview goes, that is basically how the kit works...

1. You create any number of attacks using any combination of animations and special effects you own...
2. ...then assign those attacks to the characters you defined.
3. ...then simply assign some of those characters to a faction
4. ...after attaching two factions to an object with a battlefield component on it
5. Then hit run..!

I can summarize the system in a paragraph but you will never run out of combinations of attacks and camera animations you can create and there will always be something new you can do with the kit and a little bit of imagination... Turn based Street Fighter games... Turn Based Card Battles... Disco Dance Off 2020... The possibilities are limitless... Keep an eye out for updates that include new game styles!



Made on a Mac