JellyObject

Asset Store Link

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PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL! Enjoy! :)

Contact

Questions, suggestions, help needed?

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Description/Features

Make 2D Jelly Objects!

- · Shrink & Grow!
- · Connect Child Objects
- · Pull-Drag-Shoot
- Sticky!
- Plus Awesome Shader!

Terms of Use

You are free to add this asset to any game you'd like However: please put my name in the credits, or in the special thanks section. :) please do not re-distribute.

Table of Contents

- 1. Full Discolsure
- 2. JellyObject.cs
- 3. JellyObjectCollision.cs

- 4. JellyObjectSticky.cs
- 5. JellyObjectPuller.cs
- 6. Other Scripts
 - Controls.cs
 - SwitchScenes.cs
 - Demo0.cs
 - Demo1.cs
- 7. distortion.shader

Full Discolsure

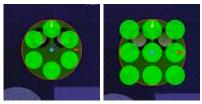
This asset is based on a free tutorial that can be viewed on youtube.com and downloaded from GitHub.

JellyObject.cs

Makes an object appear as if it was made out of jelly.

Shape Type

Used to determine how to arrange the ReferencePoints (Circle or Rectangle)



Reference Points Count

The reference points count.

Reference Point Distance From Center

The reference point distance from center.

(this should be adjusted to less than 1 if your texture does not go all the way to the edge.) this is shown as "spacing" for rectangles

Reference Point Radius

This is how large each Reference Point will be.

Width

The width of the mesh that will be made

Height

The height of the mesh that will be made

Spring Damping Ratio

The spring damping ratio...or how fast will it settle

Spring Frequency

The spring frequency...or Stiffness

PhysMaterial

The physical material.

childObjects

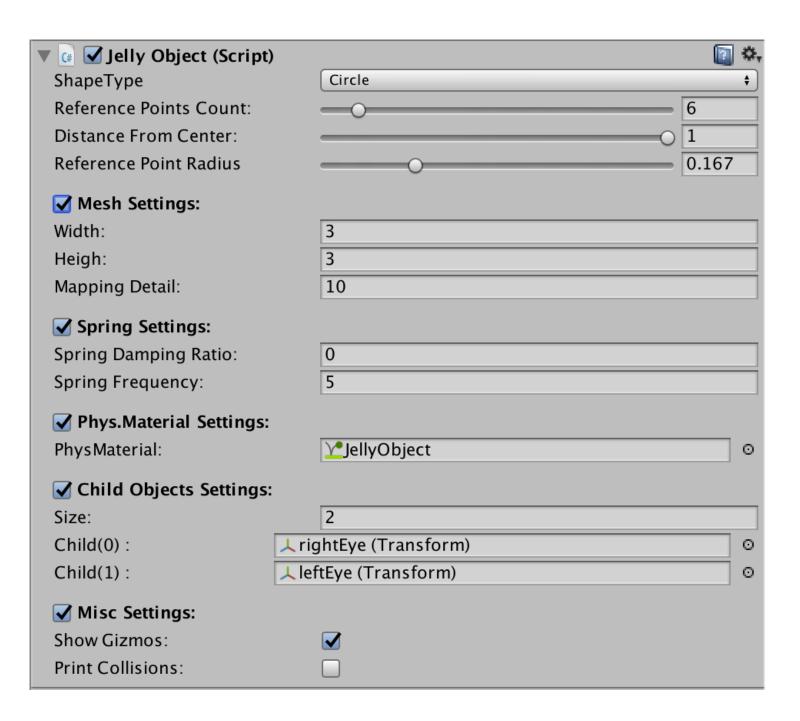
An Array of objects that will follow this object.

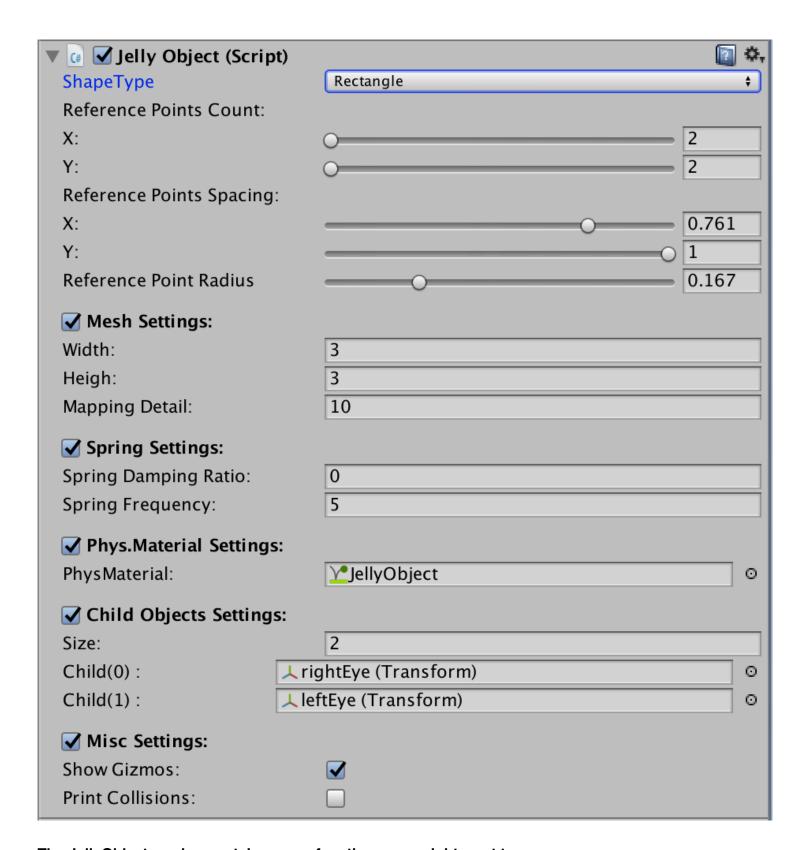
Show Gizmos

The show gizmos.

print Collisions

The print collisions in the console.





The JellyObject.cs also contains some functions you might want to use.

AddChildObject()

used to add a child object (like eyes).

ChangeSize()

Used to change the size of this object.

ChangeSize_Delta()

used to increase or decrease the size of this Object.

ReBuild()

call rebuild if you want to recreate all the reference points, Springs, etc. (if you change a variable you might want to call this so the change will take effect).

JellyObjectCollision.cs

This is an Extension script for the JellyObject.cs.

This script can be modified to controll what should happen during collision events. (i.e. take damage, increase in size, descrease in size, etc etc etc)

Note: in it's current form this script only detects if the JellyObject is on the ground, or not.

printCollisions

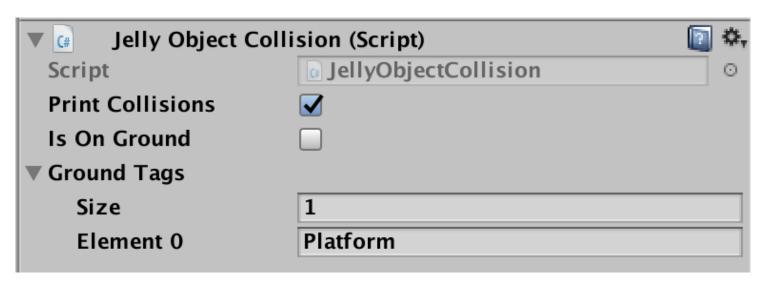
print collisions in console

isOnGround

this Bool determines if the JellyObject is on the ground

GroundTags

Tags that will determine if an object is "ground".



JellyObjectSticky.cs

This is an Extension script for the JellyObject.cs. This script controlls weather the JellyObject is sticky or not

stickToTags

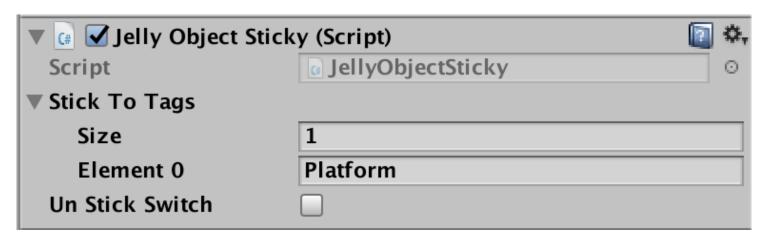
Tags that will determine of the object sticks

stuckToObj

the object this JellyObject is stuck to (used for Referencing in other scripts)

unStick()

used to unstick this jellyObject (Method)



JellyObjectPuller.cs

This is an Extension script for the JellyObject.cs. This Script is a StateMachine that adds pull-drag-shoot functionality of the JellyObject.

PrevState

The Previous State.

State

The Current State

PullerLinePrefab

The puller line prefab. (this is just an Object with a LineRederer on it) please see prefab in prefab folder for more info.

ForceMultiplier

The force multiplier.

maxPullDistance

The max pull distance.

pullingTimeScale

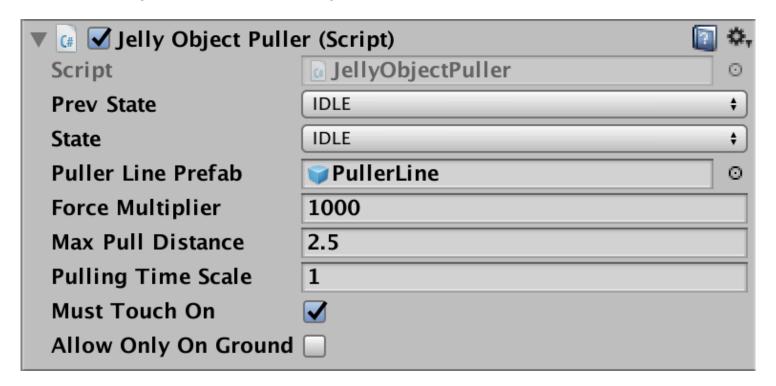
The time scale while the object is in the PULLING State

mustTouchOn

Weather or not the touch must occur on the object itself.

AllowOnlyOnGroundOrStuck

The allow pull-drag-shoot functionality only on ground or stuck.



Other Scripts

Controls.cs:

Basic arrow controls to move the JellyObject

SwitchScenes.cs:

Used to change the scene.

Demo0.cs:

Basic script to control the Size, Color, and more in the Demo0.

Demo1.cs:

Basic script to control the Force, StickToggle, and more in Demo1.

distortion.shader

This is the shader i am using for the Jelly Objects in the demo.

_MainTex

Is the main texture.

_Color

Is the color tint.

_Distortion

How much the background will be distorted.

_NormalMap

How the background will be distorted.

_NormalMapMask

maps out where the normal map should distort and not distort.

_Transparency

Fades between the color and the background.

_Lightness

How much the colors should be lightned up.

