**Sankofa Guideline**

**Scenes Location: \_Scenes\Playable Build 2.0**

**Order:**

**StartMenu**

**Tutorial (Has GameManager and Canvas that will continue through all scenes)**

**Hut**

**Village**

**Market**

**Castle Jungle**

**Oware**

**Scripts:**

**PersistentObject** – Used on objects that will persist for more than one scene. Does not need function calls; just attach it to any object. Example: GameManager and Canvas.

**GameManagerScript** – Controls flow of some game aspects, such as menu buttons and items collected.

Functions:

showInventory() – when user presses I;

pauseGame() - when user presses P or ESCAPE – Pause or unpause the game;

updateCollectibleCount() – Used when user collects marbles or masks, saves which item was picked up so it doesn’t respawn again;

setItemsText() – updates inventory text for marbles and masks;

**EggScript** – Used for the egg on Tutorial Scene

If users clicks on it, he gets the egg. (OnMouseDown)

If it collides with anything, it explodes and start changing background color, then goes to the hut Scene.

Has a “showPieces” function, for world creation, not finished.

**StaticVariables** – Script that does not need to be attached to any object. Has global variable names and public functions that can be used by any script. Good to find tags, names and load scenes;

**For example:**

Build\_Scenes.showLoading();

Build\_Scenes.LoadHut();

Shows the loading screen and then loads the Hut Scene.

It also has a class to find Tags:

Tags.Player;

**GlobalVariablesScript** – Used to show loading screen and always keep current and previous scene loaded, in case it is needed;

**Phase2\_script\_GiwaAttack** – Giwa’s script. Has an enum of states that change when the duel starts. If it is defeated, loads Oware scene;

**SubtitleScript** – Starts showing dialogue if player clicks on an object that has this script. It interacts with the script DialogManager;

**DialogManager** – Used to load and show a dialog from a txt file. Controls UI Buttons (showing “close” or “next” text). Attach it to GameManager;

**ItemPanelScript** – Script used to show a pop-up window with item information, if it is collectible or special. Attach it to GameManager;

**Fading** – Fades an object. Is used when the player dies so it goes from black to transparent. Attach it to player.

**SpawnManager –** Has a Dictionary of items to collect and the ones that the player already got. Attach it to GameManager.

checkCollectedItems() – Compares the collected items with the ones that are available in the current scene.

**ObjectScript** – Used in all objects the player can collect/interact with.

OnMouseDown() – Checks if player is close enough to get the item when it’s clicked.

**ColorChanger** – Used to change skybox color, when world is “created” at the tutorial scene;