

To create a handwriting mechanic that gives each letter a different color and stores the drawn letters in a list, you can follow these steps:

1. Attach the `HandWrittenFont` script to an empty GameObject in your Unity scene. This script will handle the creation and management of the handwritten font data.
2. Attach the `TouchDraw` script to another empty GameObject in your scene. This script will handle the drawing functionality.
3. Create a prefab for the line that will be drawn. To do this, create an empty GameObject in the scene and add a `LineRenderer` component to it. Set the `LineRenderer`'s material and other settings as desired. Then, drag this GameObject to the Assets folder to create a prefab.
4. Create a UI Text component to display the letters on the screen. You can use the Unity UI system for this.
5. Create a UI Button to trigger the saving of the drawn letters.
6. Create a script that manages the handwriting mechanic and the storage of drawn letters. Let's call it `HandwritingManager`.
7. Attach the `HandwritingManager` script to an empty GameObject in your scene.
8. In the Inspector, drag the prefab of the line (created in step 3) into the `Line` field of the `TouchDraw` script attached to the `TouchDraw` GameObject.
9. In the Inspector, drag the UI Text component (created in step 4) into the `letterText` field of the `HandWrittenFont` script attached to the `HandWrittenFont` GameObject.
10. Implement the `HandwritingManager` script to handle the color and storage of drawn letters.