Game Calendar Kit Unity Asset.

Using GameTimeKit asset you can easily

- **Create calendar for your game, set starting year, month, day, and time.**
- **Manage your timeline. Set how much real seconds contains one in-game second. Put the game on pause, speed up or slow down the flow of time as you need using a simple method call.**
- **Manage workday. Set start and end time. This is helpful for tycoon like games, and session based games(e.g. This Is The Police, Papers Please, This War of Mine, 60 Seconds).**
- **Create custom in-game events from Visual Editor with two clicks.**
- **Prepare events collection from Visual Editor, or create events in runtime. Don't be afraid to mix both options.**
- **Use force of C# scripts to expand event class, to get exactly what you need.**

Getting started

To get started, you'll need to:

- **Import Asset**
- **Open demo scene**
- **Try it!**
- **Need any help? Read [wiki](#) or ask on the [Unity Forums](#)**
- **Profit!**

Tutorial

[**Game Calendar Kit - Introduction**](#)

Feature Requests

If you would like to request a new feature, please do so [using the issues](#)

Bugs

If you find a bug or an error in the docs, please submit the issue to our issue list.

Support

Ask any question in thread on the Unity Forums

References

GameCalendar

- Fields
- Events
- Methods

GameClock

- Events
- Methods

Ticker

- Events
- Methods

Events

- Example
- All Events
- Events Objects

Learn More

- Events in C#
- About partial keyword
- Scriptable Object and how to use it