# Contents

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# Introduction

Thank you for purchasing the "**Adventure Puzzle Kit**" – This asset is a complete template featuring all of my great puzzle assets from the Unity store, including a full integration of the:

- Examine System
- Gas Mask System
- Keypad System
- Themed Key System
- Generator System
- Flashlight System
- Phone System
- Padlock System
- Chess Puzzle System
- Safe Unlock System
- Fuse Box System
- Button Door Interaction
- Lever Puzzle System

**MORE UPDATES COMING:** THIS PACKAGE WILL BE UPDATED AS MORE PUZZLES ARE CREATED! Updates coming in 2021!

**ONLINE DOCUMENTATION:** https://app.gitbook.com/@speedtutoruk/s/adventure-puzzle-kit-doc/

The asset includes:

- Unified Raycast system to have one script to control each assets raycast
- Simple Item Controllers to justify which objects from simple dropdowns
- All refined and reworked code to make them as efficient as possible
- Custom audio manager to control and add more audio clips for your usage
- Custom input manager to help you easily manage all inputs in one place
- Custom disable manager for changing disabling behaviours
- 1st Person for all puzzle types
- 3rd Person interaction for others that have most use as 3rd person examples

# FAQ

**Q). Should I import project settings? Will it mess up my project?**
**A).** I would recommend that you make a backup of your project before importing any assets into your scene. The safest way is to create a brand-new project and import my assets in but it's safe enough to "Import" the Adventure Kit but UNTICK "Import Projects Settings" when you choose what files to import in. This means it will not overwrite your current settings but only import the required assets!

**Q). Is there an example of this asset working?**
**A).** Yes, you can open the "AdventureKit_Demo_Scene" to see the keypad asset or use this scene as your initial base of your project.

**Q). Why isn't the Demo working? I've just imported the asset!!!**
**A).** You need to make sure you add two specific layers in the top of the Unity inspector. Add a two name layers of: "Interact" and "ExamineLayer" - It should add those layers to the missing object references!

**Q). How can I manually setup this asset?**
**A).** See the manual setup instructions on "This Page". Make sure to remember to import the standard assets into your scene before starting or you may have errors!

**Q). Why can't I see the UI or why is the UI in the wrong place?**
**A).** that might be because you may have dragged some UI objects into the scene rather than onto the hierarchy. Make sure the X, Y, Z positioning of all parent objects (Which contain the UI's) are set to 0, 0, 0 in the inspector.

**Q). I'm having trouble getting the interaction to work and activating parts of the system. What should I do?**
**A).** Make sure your 3D objects have the:
Set the "LayerMask" at the top right of the inspector to "Interact"
Set the tag to "InteractiveObject"
Make sure this object has a "Box Collider"
Make sure it also has the "AKItemController" script

**Q). Some of my references in managers or GameObject are missing, what should I do?**
A). In this video below I just detail some of the best ways to connect any missing references, mainly by looking at the variable in the inspector and clicking on the find button (Next to the empty or full slot) and search for the same name, and it will likely be a canvas element. You could even open the Adventure Kit in a new project and compare against the working demo scene! Link:
https://www.youtube.com/watch?v=pgczV9bWgUY

## Q). Can I use a different Character Controller?

**A).** This asset is intended for use with the provided (Unity Standard Assets) FPSController - Character Controller but can be replaced by doing a couple of simple modifications. See the link below or send me an email and I'll be happy to help you out! Link: https://www.youtube.com/watch?v=mIRa-NkmDkA

## Q). I can interaction with objects through walls, what should I do?

**A).** In the raycast script you can add this section to the top of the raycast:

*int mask = 1 << LayerMask.NameToLayer(exludeLayerName) | layerMaskInteract.value;*

Then at a variable at the top of the script, like so:

*[SerializeField] private string exludeLayerName;*

On the Main Camera, find the Raycast Script and in the inspector you should have a place to add a string variable name. Add the name of the layer you want to exclude. You can create layers at the top left corner of the Unity inspector. Then make sure to set every single one of the objects (For example: Walls, doors and other objects to "Walls". To exclude the raycast!)

# Patch Notes

**V1.5 - May 2021**

**New Additions:**

- Added a bool to the examine system to allow pickup objects from the other puzzles to be examined
- Added a new system type to the "AKItemController" script for normal object highlighting - Any object can now have a highlight to show it's name
- Added a secondary feature to allow the generator system to have its original highlight features
- The system now features 3 types of highlight interaction:
- Original Raycast with no highlight or special outcome
- New Examine System, specifically for items that can be examined
- New Object highlight, for items which are interactive but cannot be examined
- Added a Third Person Scene Demo example with BASIC integration (This isn't fully integrated into all assets because this is just an example - This wasn't the original intention of the asset but made to give users more options for interaction. Check the "AK - V1.5 Tips" for more details (In the documentation)
- Added a small update to the disable manager to ensure users had an example of how to disable both FirstPerson and ThirdPerson controllers.

**\*NEW\* Lever Puzzle System:**

- Added the lever / switch puzzle system which allows you to interact with a set of switches or levers that when pulled in the correct order, will allow a custom interaction
- Includes animated objects, PBR models and full controllers

**Note System:**

- Currently Upgrading to V1.5
- Added all 4 new version of the note system
- New Reverse Note UI button for consistency
- New Audio UI buttons added: Play, pause, reset audio clips
- New variables and inspectors for each note to make it easier to edit
- Brand new UI managers for each, so UI's are only managed on one objects

**Examine System:**

- Updated scripts to V1.4.1
- Inclusion of inspect points when examining objects
- You can now have UnityEvents when you click on an inspect point
- Added sample objects with interaction events, inspect points and child examples
- Allowing empty parent objects and children whilst keeping emission and a new object new highlight for examination objects

**KeyPad System:**

- Added variables to the inspector for setting audio names without editing the script
- Resized all doors, keypads and elements

**Gas Mask System:**

- Added the radial prompt for equipping and unequipping the gas mask
- Added the radial prompt for changing filters
- Added variables for all sounds used in the controller for easy renaming and linking
- Fixed an issue where pressing "T" to replace filter,  the timer wasn't resetting

- Fixed the bottom of Gas mask filter missing polygons
- Gasmask controller now references the FPSController or player from the disable manager to avoid conflicts or errors when you change controllers (Thanks to Hendrik)

**Flashlight System:**
- Added easy to use variables for sound names in the flashlight controller
- Added flashlight trigger event so items can be collected for triggers
- Added a variable for multiple batteries per pickup
- Added a Radial prompt UI for replacing battery - Now it's more obvious when replacing batteries
- Re-exported the flashlight objects and reset XForm to scaling 1, 1, 1

**Themed Key System:**
- Resized and scaled keys, doors and elements
- Changed were sound effects are played, now they can be changed on a per key and door basis
- Refactored the door controller and key controller scripts by adding refinements and new variables to control animation names and sound effects

**Padlock System:**
- Slightly adjusted the size of doors to match the rest of the scene
- Added sound variables for easy changing without going into script

**Phone System:**
- Added audio variables to the inspector to make it easier to change audio clips
- Fixed an issue where right clicking to close the phone wouldn't stop dead dial tone

**Fuse Box System:**
- Edited the "AKController" so the "Fuse Box" is set "Fuse Box Sys" to be consistent with the other
- Resized and scaled both the Fuse box and main fuses and reset the XForm to 1, 1, 1
- Added variable for audio to easily change it without going into the script

**Safe System:**
- Resized safe system objects
- Added sound variables to control sound names without having to edit script

**Generator System:**
- Resized the generator objects for scale purposes
- Re-exported fuel barrel and main generator and reset XForm to 1, 1, 1
- Edited variable name for generator light to make it understandable
- Added audio variables to the inspector to make sure users have easy access

**UI Changes:**
- Added the Radial Indicator to the "UI Manager" for ease of access - Refined the functionality to properly take the whole press and hold, then letting go of the button press
- Added the "TriggerPrompt" to the "UI Manager" for ease of access and changed all trigger scripts to reflect this change
- Added a UI title change with a background image, to add space to the inventory panel
- Adjusted basic inventory panels, re-ordered and anchored

**Smaller Fixes:**
- PostEffectsBase (Obsolete issue) - Added to the FAQ (Thanks for Morten)
- Height of the default FPSController changed from 2.8m to 1.8 - All objects scaled down to match
- Deleted old and outdated models, when newer versions have been added

**V1.4 - February 2021**
**New Additions:**
**Fuse Box System**
- Added a new puzzle which allows players to collect fuses and add them to an interactive PBR box to do a custom event
- Custom UI created to go alongside this
**General Door Interaction:**
- Added a button door example, where buttons can be used to use events like opening doors
**Major Fixes:**
- All appropriate systems now have a right click options to close opens UI's and you cannot accidentally open and/or close a UI when interacting – Which caused player movement while UI elements were still on screen
**Minor Fixes:**
**Keypad System**
- Edited the controller script to have a variable for animation names
- Edited the scripts to include sound effect names
**Disable Manager:**
- Given better naming conventions and refactoring for refined usage
**Safe System:**
- Shared disable mechanics to save programming and efficiency

**V1.3 - November 2020**
**Safe Unlock System**
- This will be a puzzle to allow the players to access a safe combination and select 3 combinations to open the lock.
- Includes First and Third person interaction for the safes
- Includes 6 PBR textures (Green / Blue / Black) in Damaged and Clean
**Examine System Updates:**
- Added a feature to set initial zoom of an object, so you can easily set the distance of certain objects
- Added the ability to use the scroll wheel to zoom in and out of objects based on two values
- Added a rotation offset to allow objects to be positioned in at any desired angle when first viewing,
- UI customisation so you can change text style for the in-build UI
- Added a requested close button for the asset, so you can use functionality other than "Right click"
**Note System Updates:**
- Added a feature to allow audio clips to be played whenever a note is picked up
- Added a feature to allow a button press to be used (Including a basic UI prompt) for playing audio
- Fixed some naming conventions of some variables for consistency

**V1.2.1 – September 2020 – Minor Fix**
- Fixed an issue where you could complete the chess puzzle by adding a fuse and removing it before the end, if this was a fuse matching the required box.

**V1.2 – September 2020 – System Updates**
Puzzle Addition:

Chess Fuse Puzzle System - This will allow you to collect fuses around the game world to input into various fuse boxes and if all are put into the correct order, a custom interaction can be made!

Flashlight System Inventory UI Rework

- Redesigned the entire flashlight UI icons to feature a square design

- New flashlight basic icon for being on/off

- Radial 360 dial to show battery indication

- Bottom corner battery number indicator

- Name below the main UI icon

- Re-written the script to incorporate the new design and link as appropriate

Gas Mask Inventory UI Rework

- Redesigned and positioned the entire gas mask UI to feature a square design

- Radial 360 dial to show filter indication

- Bottom right corner filter number indicator

- Bottom left corner show filter icon for low value indication

- Added lower section health bar with slider and text percentage

- Health controller now has a range slider for selecting a maximum and current health, out of 100

- Added a health slider to the system

- Add range slider for filter percentage

- Renamed Variables for UI linking, to make them more consistent

- Re-written the script to incorporate the new design and link as appropriate

Gas Mask System Changes:

- Having health regenerate over-time (When not in gas) - Boolean?

Flashlight System:

- Hold "Q" to replace battery - Removed redundant code from this change and added timer variables

Generator System Inventory Design Rework

- Redesigned to feature a square design

- Re-attached scripts and check for functionality

Chess Puzzle UI Integration

- Resized this UI to fit with the current theme

- Add documentation for the chess puzzle UI integration

Themed Key System:

- Unity Events for Door animations

- Add Generic Door animation script

- Rename variables for consistency

Themed Key Inventory Design Rework

- Created new layout and design to hold keys to match other UI systems

- Arranged UI elements into a more consistent order within the canvas

- Added small images of the keys that can be collected, rather than shape icons (Others are provided in the package

Generator System:

- Adjust UI popout number spacing

Gas Mask System:

- Filter UI not updating on Start

Note System:

- Reverse Note - Reverse Text Alignment Issue - Note Text Area Scale: 795 Default

- Renamed some variables to match with UI references

- Add color picker for CustomReverse - Note Settings Customisation

- Updated Note System Headings for Custom/Reverse Notes

- Rename any Code Input fields to match variable name

- Updated raycast to allow walls and other objects to be fully excluded from the interaction

- Re-bake lightmapping for consistency

**V1.1 - July 2020 - System Updates**

- Updated the Examine System to make it more refined
- Updated the Gas Mask System and given a rework
- Added 3rd person support for Padlock system
- Added 3rd person support for Note System
- Refined the entire Padlock system scripts
- Tweaked UIs and how they work
- Tweaked Generator system to be more efficient

**Version 1.0 – June 2020**

- Initial Release

# Manual Setup – Initial #1

I will go through a basic setup for the system but please take a look at the online documentation if you wish to see detailed information about each system! **ONLINE DOCUMENTATION:**
https://app.gitbook.com/@speedtutoruk/s/adventure-puzzle-kit-doc/

1). Add the "**AdventureKit_Managers**" from the prefabs folder to the hierarchy which should include:
*AudioManager*:
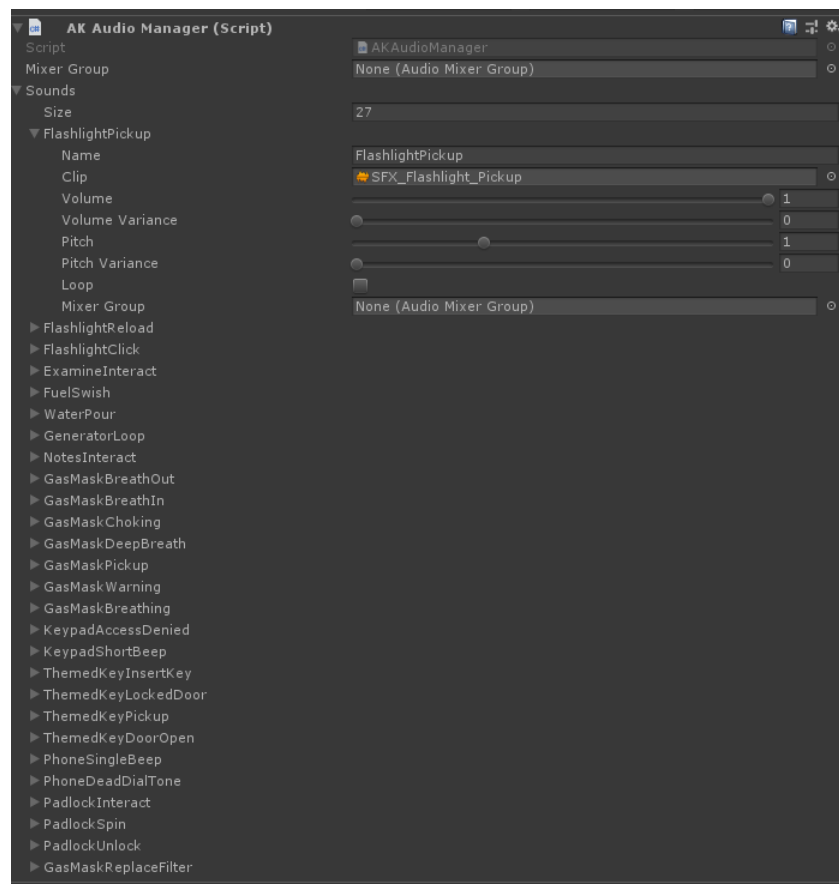


*UIManager*:
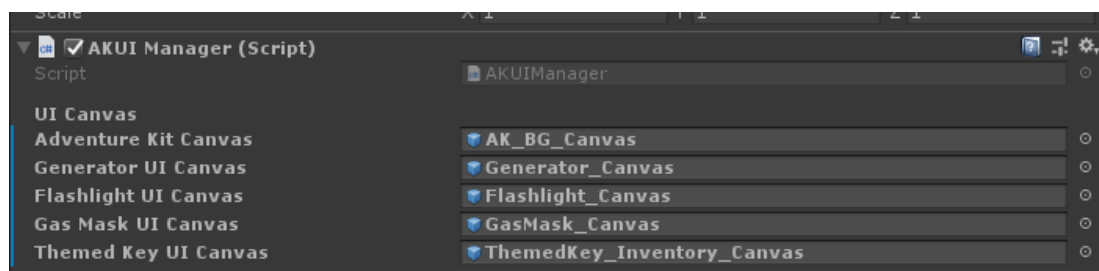
*UserInputManager*:
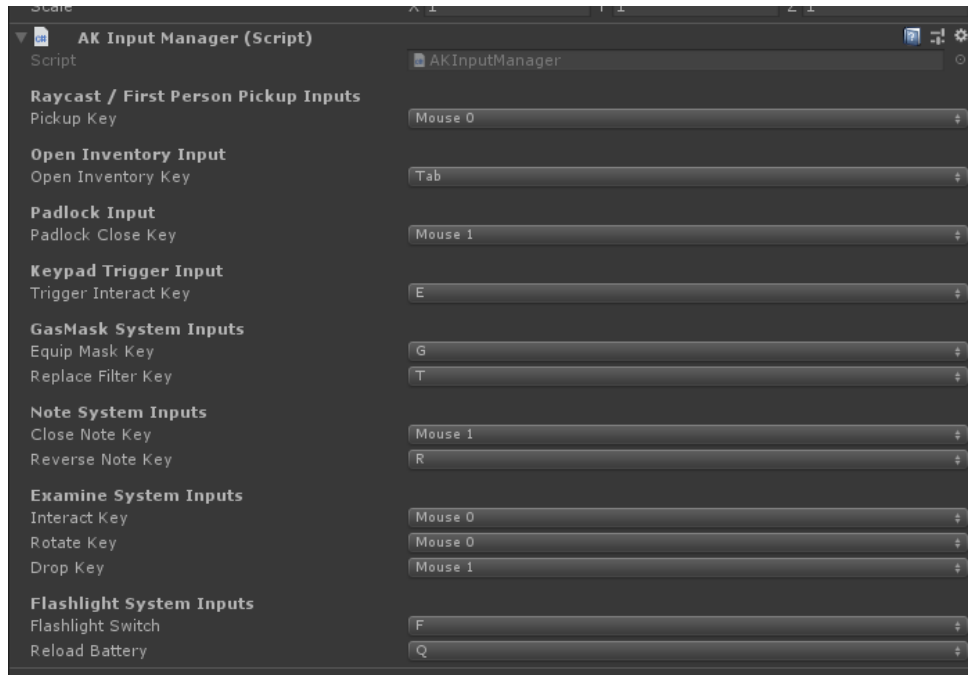


*DisableManager:*
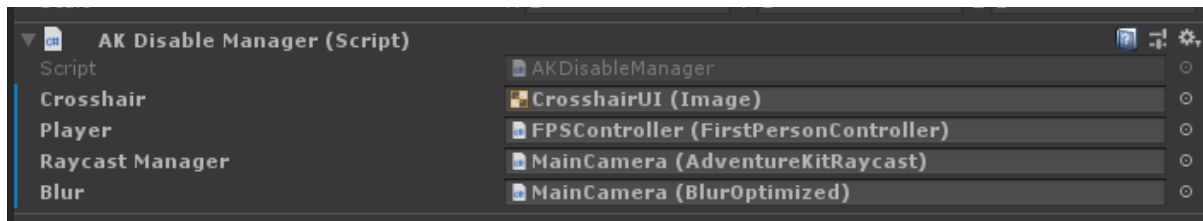
2). Add the "**AdventureKit_CanvasContainer**" to the hierarchy which should include:

- *AK_InteractPrompts*

- *AK_BG_Canvas*

- *Crosshair_Canvas*

- *Note_Canvas*

- *Generator_Canvas*

- *Flashlight_Canvas*

- *GasMask_Canvas*

- *ThemedKey_Inventory_Canvas*

- *ChessPuzzle_Canvas*

- *Fusebox_Canvas*
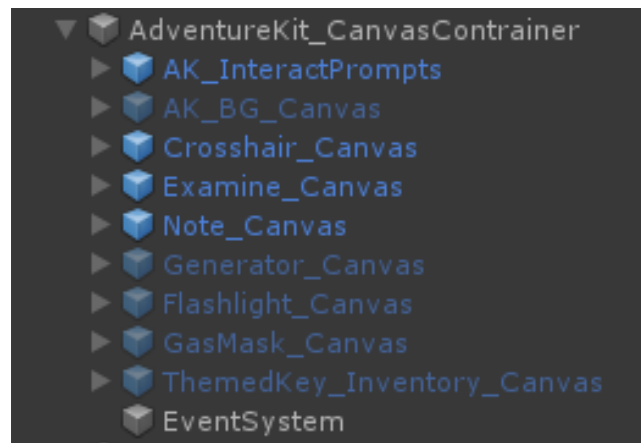


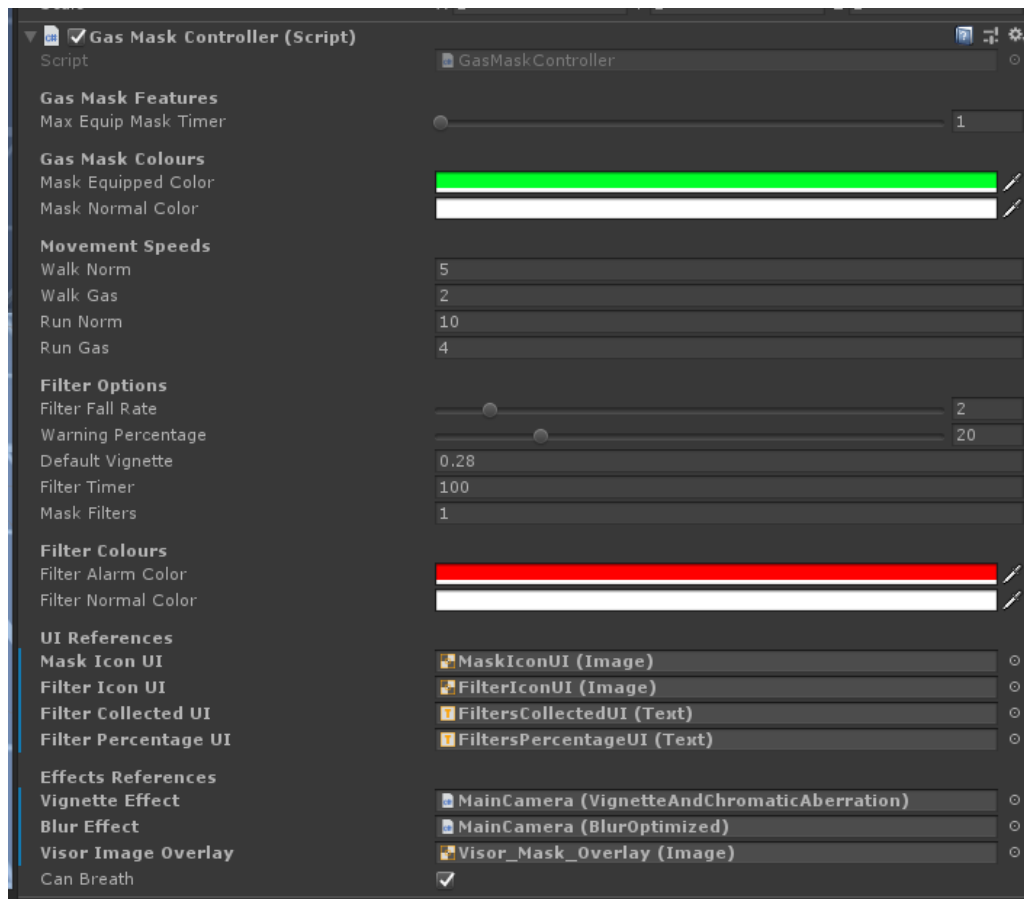3). Add the "**AdventureKit_FPSContainer**" to the hierarchy or scene from the prefabs folder
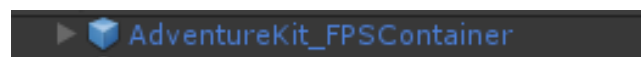


4). Add any of the "System Managers" depending on which systems you'd like to use, these could include:

- *Flashlight_Manager*
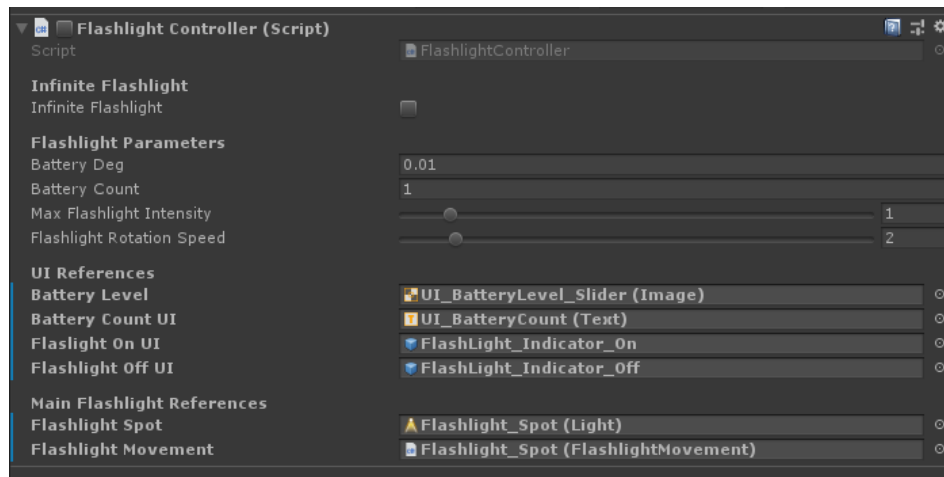
- *GasMask_Manager*



- *GasMask_HealthManager*
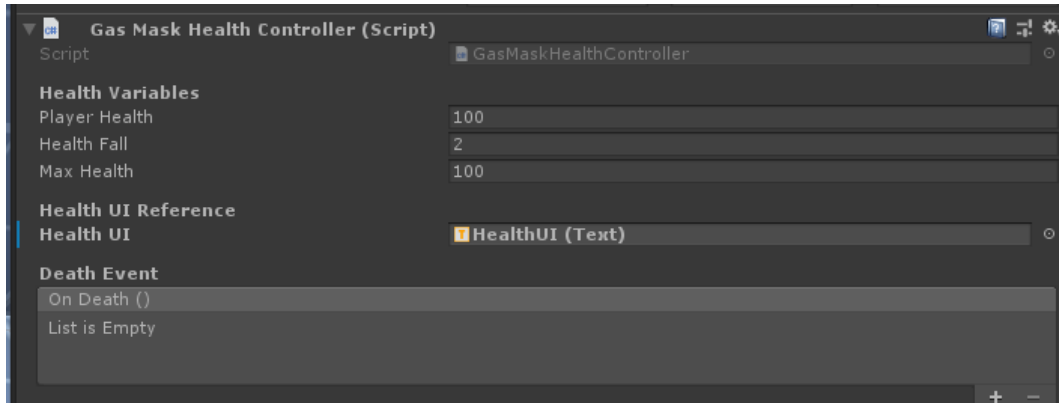
- *Generator_InventoryManager*
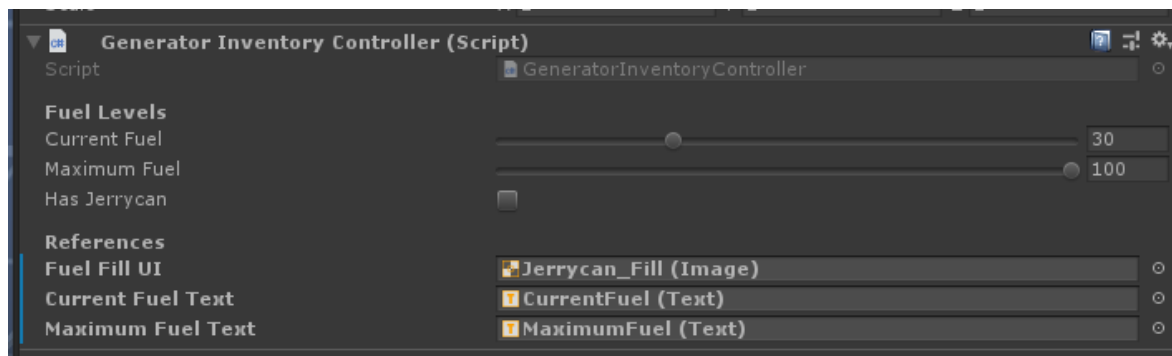


- *ThemedKey_InventoryManager*
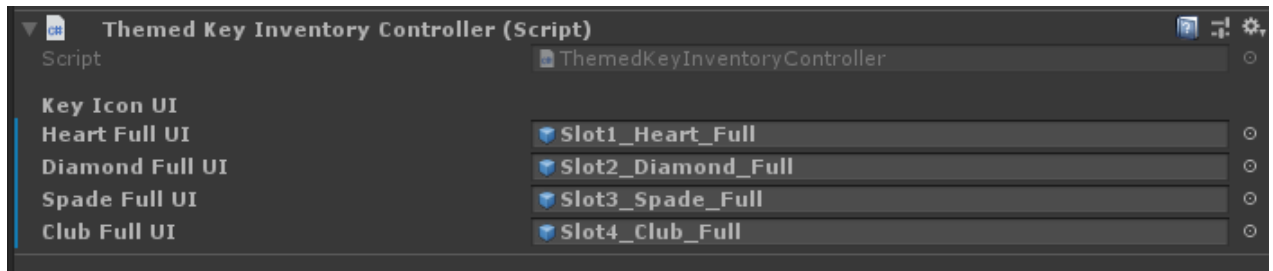


- *Examine_UIManager*
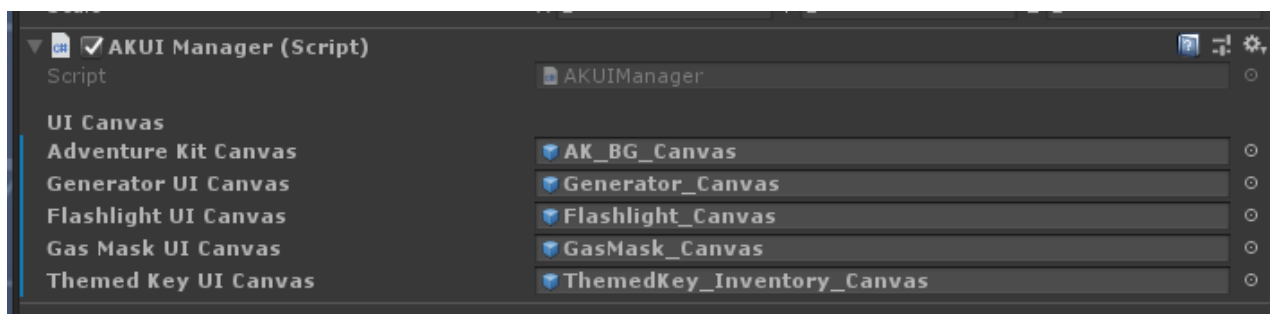
5). You can add any of the specific objects for each of the systems but any of the gameobjects which you will interact with, will need an "AKItemController" and you need to select the object type and the object needs a tag of "InteractiveObjects" and the Layer of "Interact".
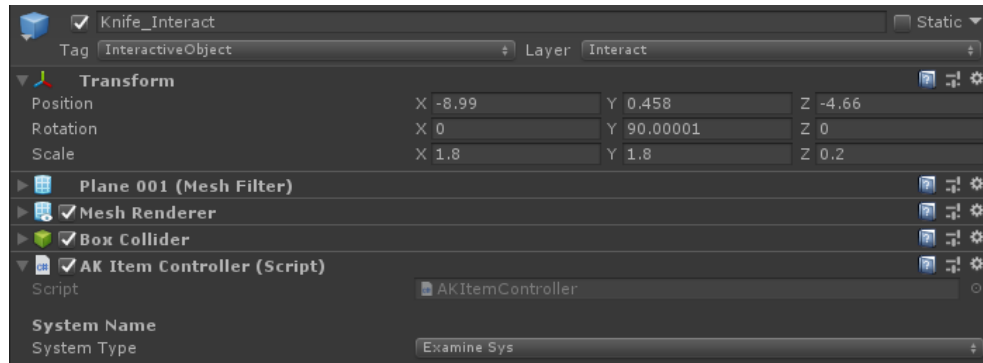


6). Each of the objects have their own main controllers but please look at the online documentation to see more indepth details:

https://app.gitbook.com/@speedtutoruk/s/adventure-puzzle-kit-doc/

# Extending the Adventure Puzzle Kit

**I want to use a different character controller whilst using this asset:**

You can see that we create a reference to the FPSController at the top of the "DisableManager" script. You can create a new reference to the controller you're using and make sure to disable input and mouse look when you disable the player!

```
public void DisablePlayer(bool disable)
    {
        if (disable)
        {
            player.enabled = false;
            Cursor.lockState = CursorLockMode.None;
            Cursor.visible = true;
        }

        if (!disable)
        {
            Cursor.lockState = CursorLockMode.Locked;
            Cursor.visible = false;
            player.enabled = true;
        }
    }
```

**You can also change the overall style of the Keypad**

By changing the source image for the **"IMAGEONLY_KeyPad_Unit".**

**I need to change the number on the buttons, how do I do this?**

Select one of the buttons from the **"KeyPadCanvas"** and drop the parent down to reveal the **"Text"** element, select this and you can change the text field to whatever you need. You can then change fonts, sizes and styles if you need too. Make sure to remember to also change that in the button properties at the bottom.

## Contact

Thanks very much for downloading! Please be sure to leave a **star rating** and **review** if you liked the package!

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If you have any problems with the pack, or have some ideas for new models you'd be interested in, please feel free to contact me.

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