General Scripts

Game Manager

NOTE: PLEASE INCLUDE THE GAME MANAGER PREFAB IN YOUR GAME, OR SOME SCRIPTS HERE WILL NOT WORK!!!!!

InputManager	Keeps track of input such as key, button, and mouse presses. It’s attached to Game Manager Prefab. *When the spacebar is pressed, the player jumps.*

Health Manager

HealthManager	Keeps track of health information on an object. Attach this to whatever needs health managed *When a player is damaged, health decreases by 1. When a player is healed, health increased by 1.*
DamageOnCollisionTag	This damages another object with Health Management on collision with a tag
DamageSelfOnCollisionTag	This damages yourself on collision with a tag
OnPlayerDeathLoadScene	This loads the scene if an object with Health Management dies
OnPlayerDeathReloadScene	This reloads the scene if an object with Health Management dies
UpdateHealthBarUIOnChange	Attach this to a UI to have it updated whenever your health changes

Persistence

DontDestroyOnLoad	When another scene loads, the object isn’t destroyed

	The player collected a sword in level 1 and still has the sword when level 2 is loaded.

Spawn

SpawnObjectEveryXSeconds	**A prefab provided spawns every x seconds** *When player sees the fire boss, the fire boss begins spawning a fire minion every 5 seconds.* *The fire boss always spawns fire balls in a circular pattern around itself.*

Activation

Activation is a general way of creating puzzles or doors in our game. You attach a script (activatable) on anything that can be 'activated'. You have to attach another script in order for the activatable object to do an action on activation.

Activatable	**This is the core script. Attach this to any object that is activatable**
ActivateOnInput Enum	**An object is activated when an input is detected. Attach this to your player.** *The player's attack damage increases when a key is pressed.*
OnActivation ChangeSprite	**The object's sprite switches to another sprite when activated** *When a poison cloud touches a flower, the flower wilts (changes to a wilted flower),*
OnActivation ToggleCollider	**The object's collider is activated or deactivated** *The force field is turned on or turned off.*
OnDeactivation ChangeSprite	Reverse of OnActivationChangeSprite. It triggers when object is deactivated

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OnDeactivation ToggleCollider	Reverse of OnActivationToggleCollider. It triggers when object is deactivated
OnActivation SwitchScene	**When activated, the scene switches** *The player touches a switch, and the scene switches*

Scene

SwitchSceneOn Collision	**When the object collides with a specific object, the scene switches** *When the player touches the goal at the end of level 1, the scene switches to level 2.*
SwitchSceneOn CollisionwithTag	**When the object collides with a object with a specific tag, the scene switches** *When the player touches any portal, the scene switches to another level.*
ReloadSceneOn Collision	**When the object collides with a specific object, the scene reloads** *When the player touches a fire pit, the scene reloads.*
ReloadSceneOn CollisionWithTag	**When the object collides with an object with a specific tag, the scene reloads** *When the player collides with an enemy, the scene reloads.*

Camera

CameraFollow	**The camera follows a game object** *The camera follows the player as they jump around the level.*

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RemoveSelf

KillSelfOnCollisionWithObject	When the object collides with a specific object, the object is destroyed *When the player touches a poison mushroom, the player dies.*
KillSelfOnCollisionWithTag	When the object collides with an object with a specific tag, the object is destroyed *When the player touches any mushroom, the player dies.*
KillSelfOnCollision	When the object collides with anything, the object is destroyed *When a bubble hits a wall, ground, player, or anything else, it pops (dies).*
KillSelfAfterTime	After a set amount of time, the object is destroyed *After 5 seconds, the ghost disappears.*
KillSelfOnOutOfBounds	When an object goes beyond a boundary, the object is destroyed *When the enemy falls off a cliff, the enemy dies.*
KillSelfOnOutOfCameraView	When an object goes beyond the camera's view, the object is destroyed *When an arrow goes off screen, the arrow dies.*

Motion

ConstantMotion	This is built in Unity. It is a component called 2D Constant Force. *The bird is flying in one direction (forever)*
MoveBackAndForth	Moves left and right repeatedly

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	The platform slides left and right repeatedly
MoveUpAndDown	Moves up and down repeatedly *The collectible star moves up and down repeatedly*
MoveInCirclePattern	Moves around in a circular pattern repeatedly *The fly moves round in a circular pattern repeatedly*

Combat

SideScrollerShootProjectile	This is your bread ‘n butter for combat. It can shoot where the mouse points, or where the player is facing. The caveat is the bullet must be created as a prefab. If you want special shooting styles you should focus on customizing the bullet *Projectiles being fired everywhere!*
MoveBackAndForth	Moves left and right repeatedly *The platform slides left and right repeatedly*
MoveUpAndDown	Moves up and down repeatedly *The collectible star moves up and down repeatedly*
MoveInCirclePattern	Moves around in a circular pattern repeatedly *The fly moves round in a circular pattern repeatedly*