TOOLS 2 – Language and Localization

Update:

- Localization manager now shows a combo box with the names of languages
- In the language list editor window keys can be modified using autocomplete search box (https://github.com/marijnz/unity-autocomplete-search-field).

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- Languages are stored as scriptable objects
    - 2 classes:
        - LanguageObject with fields: name, words (custom serializable dictionary © unity forum)
        - LanguageList with array of type LanguageObject
    - New LanguageList is created through menu Asset->Create-> LanguageList
- LanguageListEditor provides a window (accessible through menu Window -> Language Editor), which allows to:
    - Open existing LanguageList
    - Switch between existing languages, add new ones, delete
    - For each language you can enter key and value to add/modify, or remove pair from dictionary and watch all the values in the scrollable list in the sorted order
- Scene imitates typical main menu: name of game, 4 buttons (not working) and 3 buttons for choosing language at the bottom of screen: English, French, Russian
    - Title and 4 main buttons change text according to the language
    - Each object that changes language must have LocalizedText component with a text id
    - There is empty object on the scene with LocalizationManager script, which stores current language. It also must have reference to the LanguageList