

Game Tutorial (Onboarding Pop-ups)

Overview:

The **Game Tutorial (Onboarding Pop-ups)** is a simple system designed to display tutorials and tips dynamically throughout your game. It provides an easy way to manage pop-ups with images, descriptions, and categories, while offering control over when and how these pop-ups are shown. The system also uses PlayerPrefs to avoid repeating pop-ups.

General Setup Instructions:

1. Create your `ScriptableObjects` of type `PopUpData`.
 2. Add the `PopUpManager` to manage and display pop-ups in your game.
 3. Set up triggers using `PopUpTrigger.cs` to define when and how pop-ups are shown.
 4. Add the `PlayerCollisionDetector` to the player character for collision-based triggers.
 5. Build a pop-up library UI using `PopUpLibraryUI.cs` to list all pop-ups.
 6. Use the `PopUpResetter` script to reset pop-up progress during development or testing.
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PopUpManager.cs

Description:

The `PopUpManager` handles the display of all pop-ups in the game. It checks PlayerPrefs to prevent repeated pop-ups and allows you to freeze the game during pop-up displays if desired.

How to Use:

1. **Setup in Unity:**
 - Create a `GameObject` and add the `PopUpManager` component.
 - In the Inspector:
 - **Pop-up Prefab:** Set the pop-up window prefab.
 - **PopUp List:** Drag and drop your `PopUpData ScriptableObject` list here.
 - **Freeze Game:** Option to freeze the game while a pop-up is displayed.

PopUpTrigger.cs

Description:

The **PopUpTrigger** script is responsible for triggering a pop-up when the player interacts with specific triggers or performs an action.

How to Use:

1. **Setup:**
 - Add the **PopUpTrigger** component to any trigger **GameObject** and define:
 - **PopUp Data:** The **PopUpData** that will be shown.
 - **Trigger Type:** Define whether the pop-up will appear upon collision or when a key is pressed.

PopUpData.cs

Description:

The **PopUpData** is a **ScriptableObject** that holds the information for each pop-up, including its title, image, description, and category.

How to Use:

- Create new **ScriptableObjects** of type **PopUpData** and fill in:
 - **Title**, **Description**, **PopUp Image**, and **Category** fields.

PlayerCollisionDetector.cs

Description:

The **PlayerCollisionDetector** is responsible for detecting when the player interacts with pop-up triggers.

How to Use:

- Attach this script to the player to automatically detect collisions with pop-up triggers.
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PopUpLibraryUI.cs

Description:

The **PopUpLibraryUI** script builds a user interface that lists all pop-ups, both locked and unlocked, allowing the player to browse through them.

How to Use:

1. **Setup:**
 - Create a **UI Canvas** and add the **PopUpLibraryUI** component.
 - In the Inspector, assign:
 - **ScrollView, Button Prefab, Content, Popup Image/Title/Description/Category** references.
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PopUpResetter.cs

Description:

The **PopUpResetter** script allows you to reset all pop-up data stored in PlayerPrefs, which is particularly useful for testing purposes.

How to Use:

- Attach this script to a button to clear only the pop-up-related data from PlayerPrefs without affecting other saved data.
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With this documentation, you should be able to integrate and customize the **Game Tutorial (Onboarding Pop-ups)** system into your Unity project, providing a seamless onboarding experience for your players.