



## Downloadable package: The Chamber

Thanks for downloading the Chamber example package. This package demonstrates how a small number of custom scripts to handle pinch-zooming can be used together with AC's physics logic to create a game in the style of [Fireproof Game's](#) "The Room" series.

### Installation

Import this package into Unity 2020.3.16 or later, with AC v1.74.0 or later already installed. The scene can then be run by choosing **Adventure Creator** -> **Getting started** -> **Load "The Chamber"** from the top toolbar.

### How it works

After a short Timeline sequence plays an opening cutscene, the gameplay begins using a restricted third-person camera (Distant camera), which allows the player to turn their attention to either the trunk or the table. Both can be examined more closely by either double-clicking or pinching out on touch-screen (on desktop, this can be simulated with a middle mouse). A collection of custom scripts are present on the "Helper scripts" GameObject to aid with this.

When viewing an object up-close, further Hotspots associated with it then become interactive due to their **Limit to camera** field. For example, the table's "Key" Hotspot can only be picked up when the "Table: Camera" camera is active.

Whenever an item is taken, the **ActionList: Run** Action is used to run the **TakeItem** ActionList asset, which uses an Inventory item parameter to override the **Inventory: Add or remove** Action. This ActionList then uses the same parameter to override a pair of **Menu: Update content** Actions to set the NewItem menu's ItemName and ItemGraphic elements to the item's label and graphic.

When the NewItem menu is turned on, its **ActionList when turn on** asset also turns on a separate Menu named InteractivityBlocker. This menu spans the screen but is invisible – its only job is to prevent clicks outside the NewItem menu from having an effect. The NewItem menu is still interactive because it is listed beneath InteractivityBlocker in the Menu Manager.

Clicking an item in the Inventory brings up a close-up of the item. This is achieved by assigning a close-up prefab to the item's **Linked prefab** field, which is spawned in via the "ToggleItemCloseUp" ActionList's **Inventory: Scene item** Action. This ActionList takes an Inventory Item parameter that is passed from each item's Examine interaction. An **Object: Add or remove** Action is similarly used to remove this prefab from the scene when the player exits the close-up.

The key on the table needs to be manipulated by the player when viewed as a close-up. The UnassembledKey prefab's KeyPart\_Moveable child a Draggable, that can be moved along a pair of Straight tracks connected by overlapping regions. When the Draggable is moved to the opposite end of the track, the key is replaced with the "Key/Assembled" variant.

In order for the Draggable's position to be consistent when closing and re-opening the UnassembledKey closeup, a Remember Moveable component is attached to its root, along with a Scene Item component. The Scene Item component synchronizes the object with the item in the Player's Inventory, as well as the state of Remember components attached to it. This allows the position of the object along the track to be restored after exiting the close-up, and examining it again.

Upon drag-and-dropping the assembled key onto the trunk's lock, the key is inserted into the lock and waits for the player to turn it. This Key object is another Draggable: this time locked to a Hinge track. Turning the key so that it reaches the defined track region causes the final Timeline sequence to play, and the game to be won.

## Scripts

### AutoLockInventory

Unlocks the Inventory menu whenever the Player is holding at least one item.

### ZoomInput

Keeps track of pinch input on a touch-screen to automatically switch camera.

### ZoomHotspot

Marks a Hotspot as being one acts as an object of interest that can be zoomed towards by pinching, as detected by the ZoomInput script. The ZoomInput has an ActionList asset that performs the camera-switching, and ZoomHotspot passes its own parameter values into this asset to affect the camera and speed of the transition.

## Licenses

### RPG User Interface

By KodiakGraphics

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