**Collector Scene**

**CREATING NEW SCENES**: duplicate any scene in SCENES/Collector and modify that as needed

**SETTING THE BACKGROUND**:

* RECOMMENDED: It’s easiest to export your backgrounds as square images. Even if the desired image is not a square, putting black bars on the edges to make it a square will save some effort. Also, please avoid putting important things too close to the edges.
* Make a copy of any material in MATERIALS/Backgrounds.
* In your newly copied material, put your desired background image in the Albedo field.
* Then in your scene, drag that material onto the physical object of the background (in Scene view)
* Change the X and Z scale of the object named Background to your desired size. (this is why square images are easier: instead of having to calculate the aspect ratio, you can just make these two numbers the same.)

**SETTING THE CAMERA BOUNDARIES**:

* In the collector scene, there is an object called Walls. If you expand it, you’ll see the individual walls, which you can manipulate however you like. You can move around the 4 cardinal walls and stretch them however you like. They will all automatically be stretched upward to match the ceiling. You can move the ceiling up and down to your liking, and it will always be stretched laterally to match the walls. The red will disappear when you start the game. You can disable the Walls object in the editor if it’s getting in your way, but make sure to reenable it before you start playing.
* Unfortunately, I thought it was faster to just leave it to the trial and error of lining up the walls so that you can’t see into the abyss than to develop an algorithm that automatically finds the perfect position for them, so it’s going to take a little bit of guesswork lining up the walls to where people can’t see past the background perfectly.

**BOOK (CREATING ITEMS, ORDERING PAGES)**:

* In the Resources folder, there is an object called CollectibleObjectCatalog. This is effectively every page in the book. You resize the array and put your CollectibleObjects in the order you want them to appear in the book.
* To make new items for book pages, go into the PREFABS+SCRIPTABLEOBJECTS/CollectibleObjects folder and duplicate any of the existing ones. You’ll have to give it a title, long text, icon, blurred/shadowed icon (for when it is hidden in the book), and voice over audio clip. You can then put these in the CollectibleObjectCatalog.
* In the scene, go into Canvas and look for Book. It should be disabled in the editor. On that object, there is a component called Book. There’s an integer field there called Starting Number Unlocked. This means that the first X pages will already be discovered when you start the scene. For example, on the first collector scene, this will probably be zero, but on the second collector scene after you’ve already found 3 items in the first one, this number will be 3.
* RECOMMENDED: Please make all of the icons (both normal and blurred) squares, with transparency as padding for any non-square shapes.

**ADDING BOOK ITEMS TO THE SCENE**:

* In the scene, there is an object called Map Objects. Expand that, and duplicate any existing item to get started.
* You can move around these objects however you like (XZ position only, don’t move them vertically) and change the scale.
* You must assign a CollectibleObject to the Target Object field of the Map Object Template component.
* Once you do that, click on the small gear in the top left corner of the the Map Object Template component and click Show Image. (this makes an error message in the console, but don’t worry about that)
* Now go into the box collider on that object and adjust the center and size. This is the area that responds to mouse clicks, so you’re going to want to make this as close to the edges as possible.
* NOTE: don’t worry about the items intersecting with the camera walls, if need be. The camera walls don’t affect what you can click on.