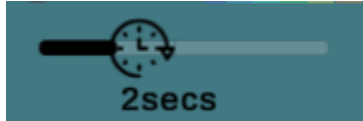This is a runtime instruction builder that is suitable for non programmers!

To adjust the time length of a command use the time slider:



To reset the values of a command editor (will not affect time sliders) press the reset button:
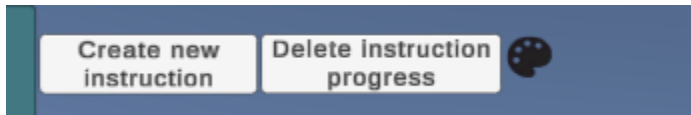


To create a new command click the green plus button next to the command name



This will do two things:
- Create a new instruction
- Add the created command to the instruction

The instruction progress can then be seen at the top part of the screen:



- The icon to the right of the buttons is to indicate that a color command has been added to the instruction. Adding more commands will add more icons.
- Pressing "delete instruction progress" will delete the new instruction.
- Pressing "create new instruction" will save the new instruction in memory and create a button to select it:
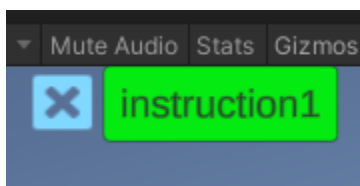


The X button is to delete an existing instruction and it's button.

Instruction buttons will be on the right side of the view and are a sort of a toggle group. To execute an instruction, select an instruction (newest instruction is automatically selected) and click a robot.

An instruction can have up to 20 commands and there can be up to ten commands available for selection at any one time.

That's it! Hope you like it :) full disclosure; it took me nine hours to develop this.

New Addons:

- The player is now able to save an instruction as a scriptable object by clicking the save icon next to the instruction button:



Once an asset is created for an instruction, the two buttons will disappear. In unity, only one asset can be created from a scriptable object instance. And The delete button is meaningless. The asset can only be deleted manually.

The new asset will be saved in the folder instructions:
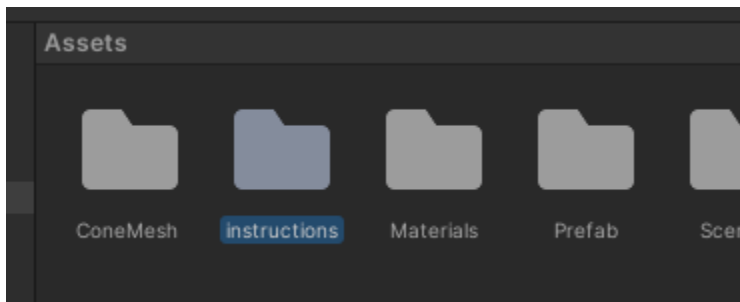


It will have its own folder with all the relevant assets in it:

Assets > instructions > **instruction1**

Color Co...  instruction  Rotate Co...  Rotate Co...  Rotate Co...
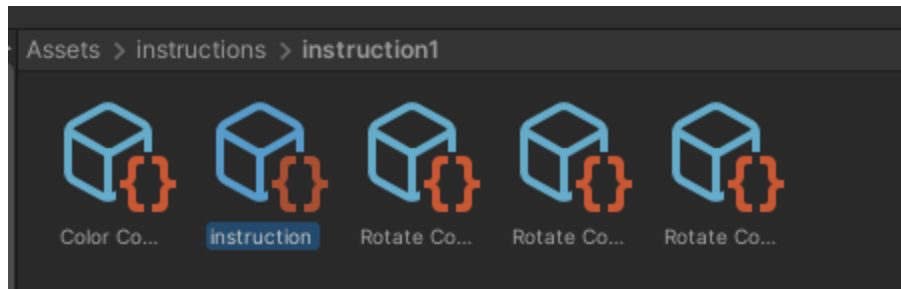
- The player can drag an instruction asset to the InstructionAssetLoader to use the instruction in game:



▼ # ✓ **Instruction Asset Loader (Script)**

Script                    InstructionAssetLoader

▼ **Instruction Assets**                                1

    ≡    Element 0          instruction (Instruction)