

Move

Move an object with
arrow keys or WASD



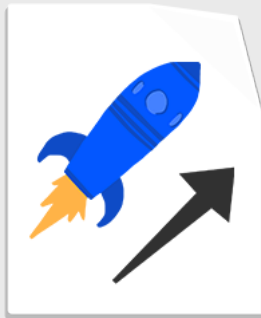
Rotate

Rotate an object
with arrow keys or AD



Jump

Propel something
upwards



AutoMove

The object moves
automatically



AutoRotate

The object rotates
automatically



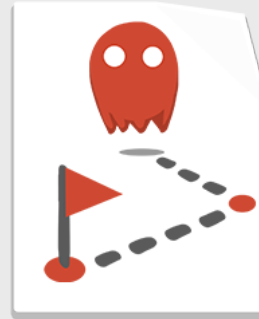
Push

Press a button to
propel an object



FollowTarget

The object pursues a designated target



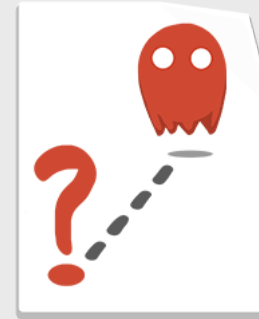
Patrol

The object moves between waypoints



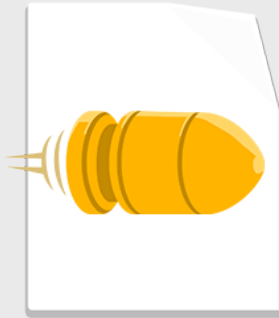
CameraFollow

Use it on a Camera, to make it follow a target



Wander

The object moves aimlessly



Bullet

Awards points when hitting a player



DestroyForPoints

Awards points when it's destroyed



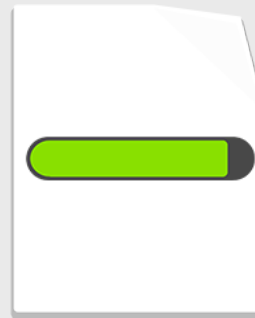
Resource

It can be picked up and consumed



Collectable

Awards points when it's picked up



HealthSystem

Allows an object to have health



ModifyHealth

Subtracts/adds life when it touches players



AutoObjectSpawner

Generates copies of a prefab in an area



ObjectShooter

Shoots out instances of a prefab object



TimedSelfDestruct

The object disappears after a while



PickUpAndHold

Pick up an object and carry it around



ConditionArea

Condition is verified when an object enters or exits the area



ConditionCollision

Condition is verified when a collision happens



ConditionKeyPress

Condition is verified when a key is pressed, held or released



ConditionRepeat

The actions associated are played in a loop

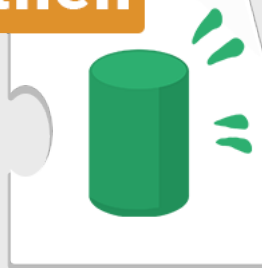
then



On/Off

Turns an object on and off

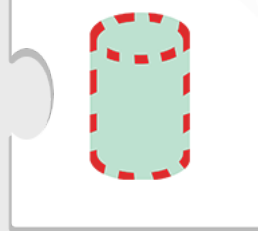
then



Create

Creates a new object

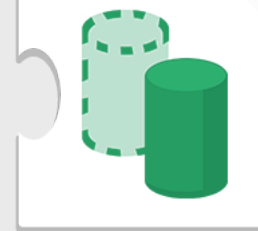
then



Destroy

Destroys an object

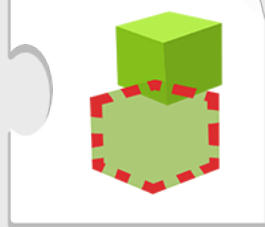
then



Teleport

Moves an object instantaneously

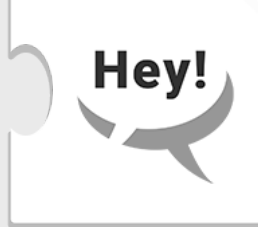
then



ConsumeResource

Uses a Resource
(see Attributes)

then



DialogueBalloon

Displays a balloon of
dialogue

then



LoadLevel

Loads up a new
Unity scene

No violence!

Make a game with no violence. You can still use scripts like Destroy and BulletAttribute, but in a creative way.

Crafting system

Create a crafting system using ResourceAttribute and ConsumeResource action, or a merchant that has different items on sale for specific prices.

Add your graphics

Import your own graphics from the internet. Stick with .png images for characters and items, to get transparency.

Add sounds

Have some SFXs in the game. You can play them with any Condition and the AudioSource component.

Endless scrolling

Create some kind of endless game by generating content with the AutoObjectSpawner and moving the camera or the whole world with AutoMove.

Level design

Break a game into levels, and add a LoadLevel action to load them (maybe from a menu?)

Multiplayer

Make a game to be played by many players on the same keyboard, by assigning them all one key.

Chit chat

Insert dialogues and some sort of choice during them.

Program

Try your hand at coding by creating a simple script and making it interact with the ones included in the Playground.