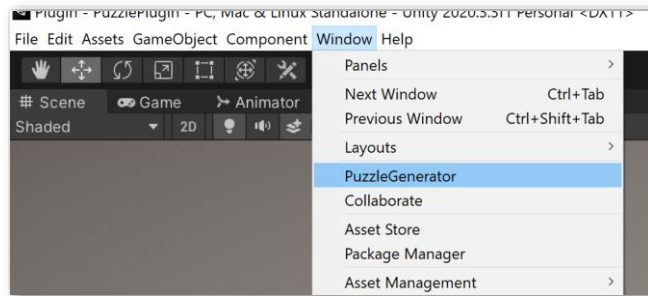
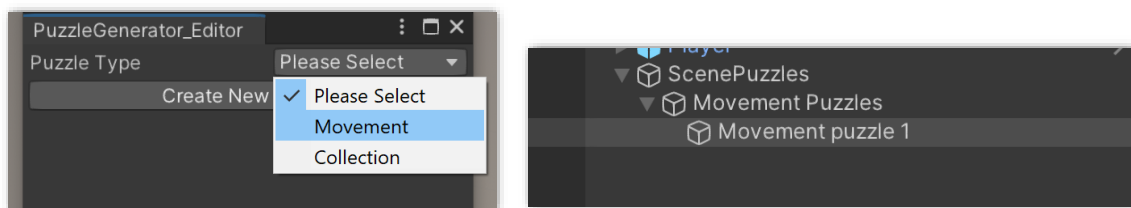


# Puzzle Generator Plugin User Manual

Once you have imported the *Puzzle Generator Plugin*, you can open the Puzzle Generator window from the ‘Window’ menu.

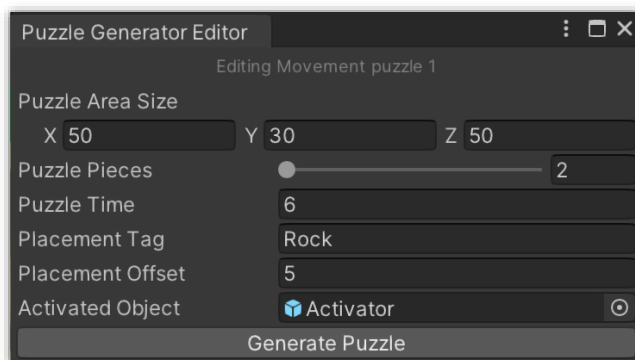


Once open, there are two types of puzzle to choose from. Select the puzzle type you would like from the list and press “Generate Puzzle” to spawn it into your game. The new Puzzle objects will appear in the hierarchy at the centre position (0, 0, 0) in the scene.

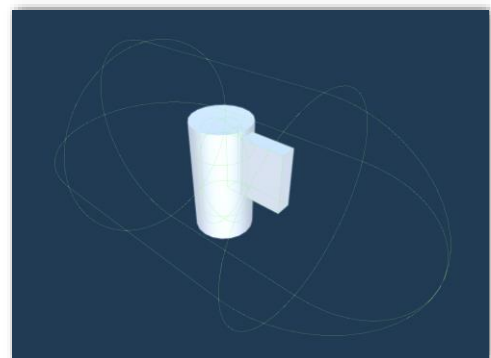


Both puzzle types consist of several game objects which must be either collided by a scene object tagged with “Player” in the time limit set in the puzzle generator window (**Movement Puzzle**), or orbs gathered from puzzle pieces by using the “E” button near them, then bringing the orbs back to the pillars (**Collection Puzzle**). (For best results, use the provided **Player** prefab in your scene and include a terrain.)

## Movement Puzzle:



*Movement Puzzle Editor Window*



*Movement Puzzle Piece (Rotates when active)*

From the Puzzle Generator window, you can adjust the size of the puzzle by changing the x, y and z values in the “**Puzzle Area Size**”. This will change the red bounding box in the scene view so you can choose the right area for your puzzle

You can also set the number of “**Puzzle Pieces**” the player must move through to complete the puzzle, as well as the total “**Puzzle Time**” to complete the puzzle.

Set the “**Placement Tag**” for the objects you want the puzzle pieces to spawn next to. The generator will use the position and a normalised vector towards the centre of the puzzle object multiplied by the “**Placement Offset**” to place the puzzle pieces. If you find your puzzle pieces are spawning inside the tagged game objects, you can increase the *Placement Offset* value and/or move the puzzle area in the scene view so the calculated vectors change to a desired angle.

Lastly, find the object you want to activate with the puzzle in the “**Activated Object**” selector and press “**Generate Puzzle**”

This will spawn the number of puzzle pieces selected on the found scene objects with the given tag and the activated object at 0, 100, 0. If there is a terrain at this location, the activated object will be placed on the terrain.

A new script will be applied to your activated object called “**Activated Script**”. Open this script and add your desired code to the section shown. This code will activate when the puzzle is complete.

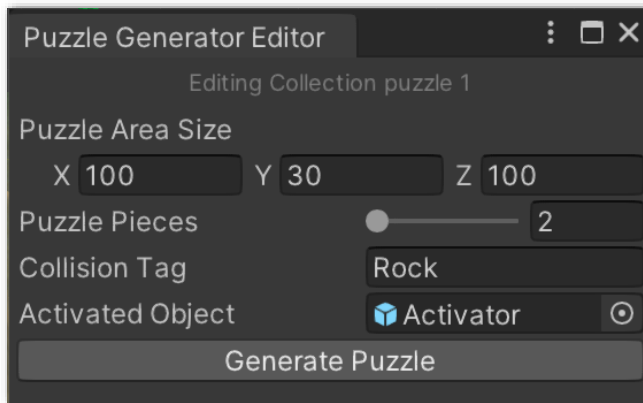
```
// Update is called once per frame
@ Unity Message | 0 references
void Update()
{
    //If this object is activated
    if (IsActive)
    {
        ///////////////////////////////////
        ///--Add Your Code Here--///
        ///////////////////////////////////
        ///Example Code:
        GetComponent<MyActivatorScript>().Activate();
    }
}
```

*Activated Script*

Tips:

- If no tag is given or no scene objects with the given tag are found in the puzzle area bounds, no puzzle pieces will be spawned.
- The number of pieces spawned will reduce to the number of tagged scene objects found if there are fewer than the number of puzzle pieces chosen.
- If you don't like the placement, click “**Generate Puzzle**” again until you are happy with the layout.

## Collection Puzzle:



*Puzzle Generator Window*



*Collection Puzzle Piece*



*Inactive Pillar*



*Active Pillar*

The Collection Puzzle consists of several puzzle pieces that the player must find and “sing” to. This releases a floating orb that will follow the player and must be gathered and brought to the pillars (see above) which spawn around the *Activated Object* to activate them. Once all Orbs are returned, the *Activated Object* will activate.

Similar to the Movement Puzzle, you can adjust the “**Puzzle Area Size**” and the number of “**Puzzle Pieces**” to create. The “**Collision Tag**” is used if you have other objects in your scene you don’t want the puzzle pieces spawning inside.

The activated object chosen will again have the **Activated Script** added to it which you can add your own code to (see above).

### Tips:

- You can always press “**Generate Puzzle**” again if you don’t like the placement
- You can also move the spawned objects independently if you want to adjust positions
- If Puzzle Pieces are not spawning correctly, try increasing the puzzle area or decreasing the number of pieces
- The collection Puzzle requires a terrain object to place pieces properly