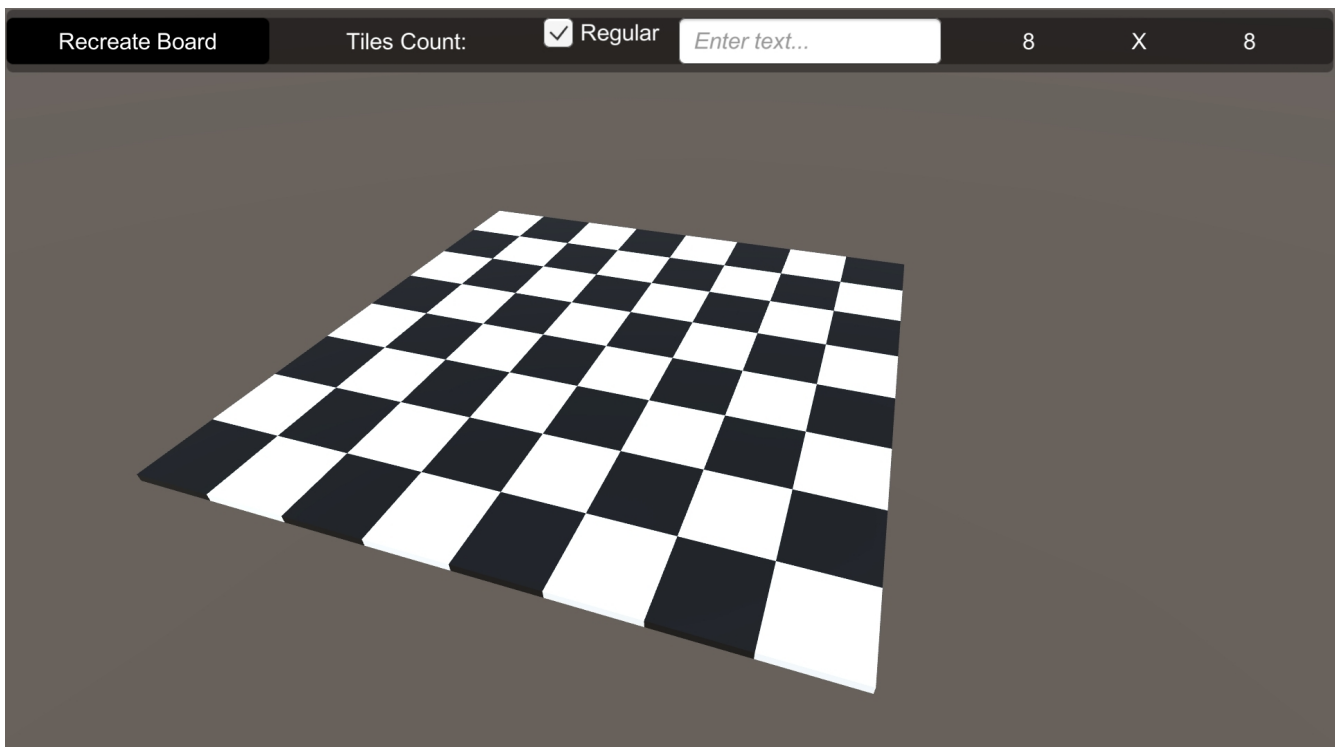


# Procedural Chessboard Toolkit

by

Tomza



## INTRO

Thank you for purchasing the toolkit. This product is designed for using with your games (also commercial) and isn't a complete project. The scripts and other assets in the package can be modified according to your needs.

## PROCEDURAL CHESSBOARD TOOLKIT

With this toolkit, you can make a chessboard of a desired size very easy at runtime. The default (and minimum) is 8×8 tiles (or 8x16). No limitation for maximum, though. The chessboard is made for chessboard-based games (Battle Chess).

## QUICK START

- 1/ Start the **ProceduralChessboardTestScene** demo scene (**ProceduralChessBoard** -> **Scenes**)
- 2/ At the start, an 8×8 square chessboard is created procedurally for you
- 3/ You have a fly camera and you can navigate it using the arrows keys (or the WSAD keys) and mouse
- 4/ You can uncheck the **Square** toggle and click the **Recreate Board** button to get a new chessboard
- 4/ The chessboard is now 8×16 (not square, but rectangular)
- 5/ You can write a number in the **Tiles Count** input field and click the **Recreate Board** button again
- 6/ In this way, you can get a chessboard of a desired size for your battle chess game
- 7/ If you write an odd number or/and too small, you will get a warning pop up window

## INPUT

**Q** - quit game

**Esc** - hide/show cursor

**holding RMB + X/Y mouse axis** - rotate camera

**WSAD/Arrows** - camera navigation

**holding Shift** - camera moves faster

**holding Ctrl** - camera moves slower

**Space** - recreate board

## SCRIPT REFERENCE

The function **OnRecreateBoardButton()** that is hooked up to the **Recreate Board** button checks if the inserted number in the input field is even and/or not too small. If something wrong, the **PopUpWindowCor()** runs with a warning message. If all is OK, it calls the **RecreateTilesCor()** coroutine that then calls the **CreateTiles()** function for creating needed tiles. Two materials (the white one and the black one) are applied to the tiles in a way to get a chequerboard, no matter what size you inserted.

## CONTACT

Tomasz Zackiewicz  
pogtoma@gmail.com

## CHANGELOG

Version numbers:

v. 1.0:

- Base version
- All fundamental behaviours added