

Ciitt Escape Game Kit

Document Vesion

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1 How to play demo

1.1 Add scenes

Add the scenes below to [Build Settings]. (make sure [init.unity] become first scene)

- Ciitt Escape Game Kit/Demo Assets/Scenes/init.unity
- Ciitt Escape Game Kit/Demo Assets/Scenes/title.unity
- Ciitt Escape Game Kit/Demo Assets/Scenes/main game.unity
- Ciitt Escape Game Kit/Demo Assets/Scenes/ending.unity

Next, add all scenes in the folder below.

- Ciitt Escape Game Kit/Demo Assets/Scenes/Samples

1.2 Play demo scene

Play [Ciitt Escape Game Kit/Demo Assets/Scenes/init.unity] and click [Start] button in title scene.

1.3 Play sample scenes

Click [Sample Scenes] button in the title scene if you want to play sample scenes. The scenes will tell you how the scripts work.

1.4 (About font)

The published demo game uses a free font from [\[https://mplus-fonts.osdn.jp\]](https://mplus-fonts.osdn.jp)(mplus-1m-medium), but the kit doesn't contain the font.

2 Detail of main scripts

2.1 SystemManager

A script for game config.

2.1.1 Detail of variables

- Target Frame rate : Target Frame Rate. (Make sure to set VSync to [Don't Sync] in QualitySettings)
- Use Password For Data : Password for saving data.
- Password For Data : Password text.
- (User Progress Data File Name Prefix) : Prefix for user progress data.
- (Data File Extension) : Extension for user progress data, but the data will be saved to PlayerPrefs.
- Config Data SO / Data Version : Version of config data.
- Config Data SO / System Language : Current system language.
- Config Data SO / Master Volume 01 : Master volume.
- Config Data SO / Rotation Flip : Flip rotation.
- User Progress Data Version : If you increment this variable, you will not be able to use old data.
- Available Language List : Available Language List in the game.

2.1.2 Reference scenes

- All sample scenes

2.1 ClickableColliderScript

A base script to move main camera by clicking collider.

2.1.1 Detail of variables

- Lock State : (A value For inherited ClickableColliderScript).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).

2.1.2 Reference scenes

- 000 Click and Move.unity

2.2 ViewPoint

A script to define a camera position. this script needs to be under ViewPointGroup in hierarchy. You can back the camera position by clicking back button if the ViewPoint has parent - child relationship.

2.2.1 Detail of variables

- Position : Camera position.
- Rotation : Camera rotation.
- Disable Move To Parent : Disable moving to parent ViewPoint by clicking parent' s collider.
- (Start Sync) : Enable editing the position and rotation by using scene camera.
- (Move Scene and Main Camera) : Move the scene camera and main camera to this position.

2.2.2 Reference scenes

- All sample scenes

2.3 ViewPointGroup

A script to define a group of the ViewPoint. You can not click other ViewPoint that is in another ViewPointGroup. (some exceptions)

2.3.1 Detail of variables

- Nothing

2.3.2 Reference scenes

- All sample scenes

2.4 PlayerCameraScript

A script for main camera.

2.4.1 Detail of variables

- Ref Camera : Reference to main camera.
- Ref First View Point : First ViewPoint when the scene starts.
- Click Raycast Distance : Raycast distance for clicking.
- Strength Yaw : Rotation strength for Yaw.
- Strength Pitch : Rotation strength for Pitch.
- Change View Meter Per Second : Meter per second for camera speed.
- Min Zoom Fov : Min value for FOV.
- Max Zoom Fov : Max value for FOV.

2.4.2 Reference scenes

- All sample scenes

2.5 ItemCameraScript

A script for item camera.

2.5.1 Detail of variables

- Min Zoom Fov : Min value for FOV.
- Max Zoom Fov : Max value for FOV.

2.5.2 Reference scenes

- All sample scenes

2.6 ChangeRoomScript

A script to change current room (change ViewPointGroup).

2.6.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Another Target View Point : Target position for camera when the GameObject clicked (2).
- Another Way Point List : Waypoints to (2).

2.6.2 Reference scenes

- 001 Room Change

2.7 OpenCloseAnimScript

A script to open and close a GameObject.

2.7.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Unlock Target List : Target list to unlock when [Open] (lock when [Close]).
- Ref Anim List : Animation list when open and close.

2.7.2 Reference scenes

- 002 Open and Close Simple

2.8 RoomDoorScript

A script for a door that is in two rooms (to change ViewPointGroup).

2.8.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Another Target View Point : Target position for camera when the GameObject clicked (2).
- Another Way Point List : Waypoints to (2).
- Ref Unlock Target List : Target list to unlock when [Open] (lock when [Close]).
- Ref Anim List : Animation list when open and close.

2.8.2 Reference scenes

- 002 Open and Close Simple

2.9 ExitScript

A script to load the ending scene.

2.9.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).

- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Next Scene : A scene to load.

2.9.2 Reference scenes

- 004 Exit

2.10 ItemObjectScript

A script for item GameObject.

2.10.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Anim List : Animation list when item evolution.
- Activate Before Evolution List : GameObject list to activate before item evolution.
- Deactivate After Evolution List : GameObject list to deactivate after item evolution.

2.10.2 Reference scenes

- 100 Get Item

2.11 ItemWaitingRoomScript

A script to manage detail of an item.

2.11.1 Detail of variables

- Usable Count : Usable count for the item.
- Conditions For Evolution / Item : A necessary item for the item to evolve.
- Conditions For Evolution / Required Number Of Items : Required number of the necessary item for the item to evolve.
- Conditions For Evolution / Required Evolution : The necessary item should be evolved.
- (Ref Main Room) : A main GameObject to store an item.
- (Ref Sub Room) : A sub GameObject to store more items.
- Ref Item Image : Reference to the item image.
- Before Sprite : A sprite image before the item evolution.
- After Sprite : A sprite image after the item evolution.

- Ref Items : Reference to item GameObjects (ItemObjectScript).
- Before Evolution Item Text : Item text before the item evolution.
- After Evolution Item Text : Item text after the item evolution.

2.11.2 Reference scenes

- 100 Get Item

2.12 FieldObjectAffectorScript

A script for field GameObject that can make an item evolve.

2.12.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Target Item : Target item to evolve.

2.12.2 Reference scenes

- 103 Item Evolution 2

2.13 EvolvableFieldObjectScript

A script for field GameObject that can evolve by using an item.

2.13.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Wait For Ui : Seconds to wait for UI.
- Ref Unlock Target List : Target list to unlock after evolution.
- Ref Anim List : Animation list when evolution.
- Conditions For Evolution / Item : A necessary item for the field GameObject to evolve.
- Conditions For Evolution / Required Number Of Items : Required number of the necessary item for the field GameObject to evolve.
- Conditions For Evolution / Required Evolution : The necessary item should be evolved.
- View Point When Evolution / View Point : Camera position when the evolution (2).

- View Point When Evolution / Delay : Seconds to wait to start moving camera to (2).
- Back To Parent View Point After Evolution : Back to parent's ViewPoint after evolution.
- Activate Before Evolution List : GameObject list to activate before the evolution.
- Deactivate After Evolution List : GameObject list to deactivate after the evolution.

2.13.2 Reference scenes

- 104 Field Object Evolution 1
- 105 Field Object Evolution 2

2.14 OpenCloseleHolder

A script to define IEnumerator animation for opening and closing.

2.14.1 Detail of variables

- Delay : Delay seconds.
- Rotate Type : Type of rotation.
- Seconds : Animation seconds.
- Open Close State : A state for opening and closing. (don't use [Transition] in inspector)
- Open Local Info : Transform info for Open state.
- Close Local Info : Transform info for Close state.

2.14.2 Reference scenes

- 002 Open and Close Simple

2.15 OpenCloseAnimatorHolder

A script to define Animator animation for opening and closing.

2.15.1 Detail of variables

- Delay : Delay seconds.
- Open State Name : Mecanim animation name to open.
- Close State Name : Mecanim animation name to close.
- Open Trigger Name : Mecanim trigger name to open.
- Close Trigger Name : Mecanim trigger name to close.

2.15.2 Reference scenes

- 003 Open and Close Animator

2.16 EvolveHolder

A script to define enumerator animation for item and field GameObject evolution.

2.16.1 Detail of variables

- Delay : Delay seconds.
- Rotate Type : Type of rotation.
- Seconds : Animation seconds.
- Evolved Local Info : Transform info after evolution.

2.16.2 Reference scenes

- 102 Item Evolution 1
- 104 Field Object Evolution 1

2.17 EvolveAnimatorHolder

A script to define Animator animation for item and field GameObject evolution.

2.17.1 Detail of variables

- Delay : Delay seconds.
- Evolve State Name : Mecanim animation name to evolve.
- Evolve Trigger Name : Mecanim trigger name to evolve.

2.17.2 Reference scenes

- 104 Field Object Evolution 1

2.18 AlphabetInputScript

A script for alphabet input.

2.18.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Submit Alphabet Script : Reference to submit button.
- Answer Character Index : Answer character index.

2.18.2 Reference scenes

- 201 Alphabet Input

2.19 ColorInputScript

A script for color order input.

2.19.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Submit Alphabet Script : Reference to submit button.
- Color : Color of the button.

2.19.2 Reference scenes

- 202 Color Order Input

2.20 DirectionInputScript

A script for direction order input.

2.20.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Submit Direction Script : Reference to submit button.

- Direction : Direction of the button.

2.20.2 Reference scenes

- 203 Direction Order Input

2.21 NumberInputScript

A script for number input.

2.21.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Submit Number Script : Reference to submit button.
- Answer Character Index : Answer character index.

2.21.2 Reference scenes

- 200 Number Input

2.22 SliderInputScript

A script for slider input.

2.22.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Submit Slider Script : Reference to submit button.
- Ref Slider Transform : Reference to slider bar.
- Division : Division of slider bar.
- From Local Pos : First position of slider bar.
- To Local Pos : Last position of slider bar.
- Answer Character Index : Answer Character Index.

2.22.2 Reference scenes

- 204 Slider Input

2.23 SubmitAlphabetScript

A script to submit alphabet input.

2.23.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Unlock Target List : Target list to unlock when the answer is correct.
- Ref Additional Disable Target List : Target list to disable collider when the answer is correct.
- Unlocked Material : Material for correct answer.
- Correct Answer : Correct Answer.

2.23.2 Reference scenes

- 201 Alphabet Input

2.24 SubmitColorScript

A script to submit color order input.

2.24.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Unlock Target List : Target list to unlock when the answer is correct.
- Ref Additional Disable Target List : Target list to disable collider when the answer is correct.
- Unlocked Material : Material for correct answer.
- Correct Answer : Correct Answer.

2.24.2 Reference scenes

- 202 Color Order Input

2.25 SubmitDirectionScript

A script to submit direction order input.

2.25.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Unlock Target List : Target list to unlock when the answer is correct.
- Ref Additional Disable Target List : Target list to disable collider when the answer is correct.
- Unlocked Material : Material for correct answer.
- Correct Answer : Correct Answer.

2.25.2 Reference scenes

- 203 Direction Order Input

2.26 SubmitNumberScript

A script to submit number input.

2.26.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Unlock Target List : Target list to unlock when the answer is correct.
- Ref Additional Disable Target List : Target list to disable collider when the answer is correct.
- Unlocked Material : Material for correct answer.
- Correct Answer : Correct Answer.

2.26.2 Reference scenes

- 200 Number Input

2.27 SubmitSliderScript

A script to submit slider input.

2.27.1 Detail of variables

- Lock State : Doesn't work if [Locked] (possible to move camera).
- Ref Target View Point : Target position for camera when the GameObject clicked (1).
- Way Point List : Waypoints to (1).
- Disable Collider At Start : Disable the collider in Start function (to avoid bug).
- Ref Unlock Target List : Target list to unlock when the answer is correct.
- Ref Additional Disable Target List : Target list to disable collider when the answer is correct.
- Unlocked Material : Material for correct answer.
- Correct Answer : Correct Answer.

2.27.2 Reference scenes

- 204 Slider Input

3 How to create your scene

3.1 Copy the base scenes

There are some scenes for startup. So please copy the scenes below to where you wanted. Make sure to add the scenes to [Build Settings].

- Ciitt Escape Game Kit/Kit/Scenes/base init.unity
- Ciitt Escape Game Kit/Kit/Scenes/base title.unity
- Ciitt Escape Game Kit/Kit/Scenes/base main game.unity
- Ciitt Escape Game Kit/Kit/Scenes/base ending.unity

3.2 Set up your copied scenes

You can see some instruction texts in your copied scenes. So please follow the text. Make sure to see all sample scenes before you set up the main game scene.

4 Tool

There are some tools in this kit, but you don't need to use them.

4.1 Ciitt Escape Game Kit / Change Vertex Color

Create new mesh with changing the vertex color.

4.2 Ciitt Escape Game Kit / Copy and Transform

Copy the GameObject with relative transform.

4.3 (MaTC / XXXXX)

Combine meshes and textures in selected GameObjects. Please see [\[https://bitbucket.org/ciitt/mesh-and-texture-combiner\]](https://bitbucket.org/ciitt/mesh-and-texture-combiner) for details.

4.4 (SSC / XXXXX)

you don't need to use these tools. Please see [\[https://bitbucket.org/ciitt/unity3d-smartscenechanger\]](https://bitbucket.org/ciitt/unity3d-smartscenechanger) for details.