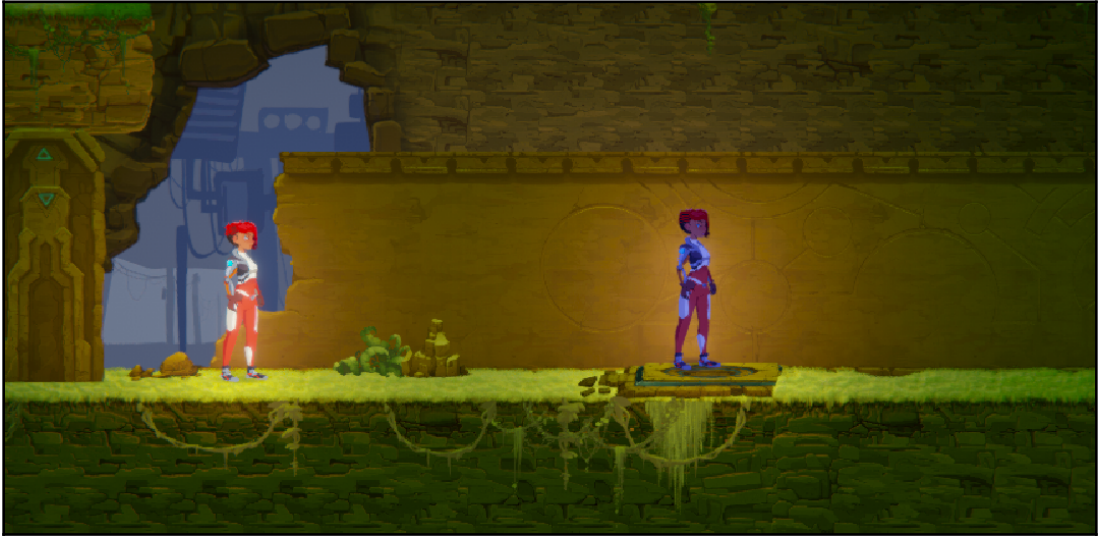
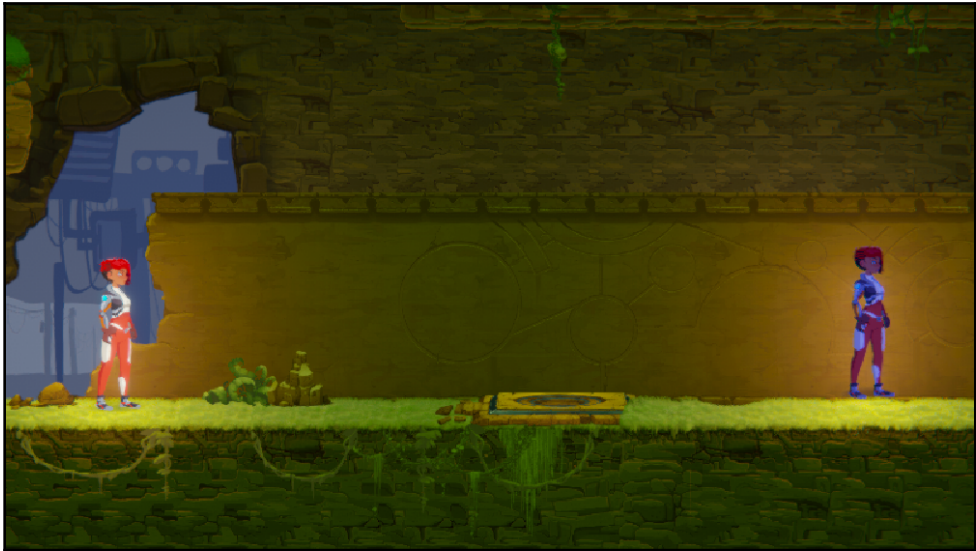
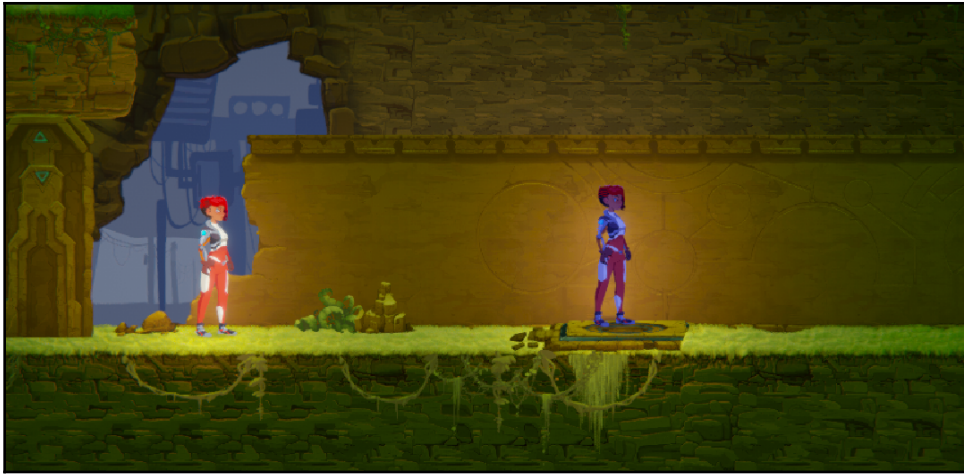
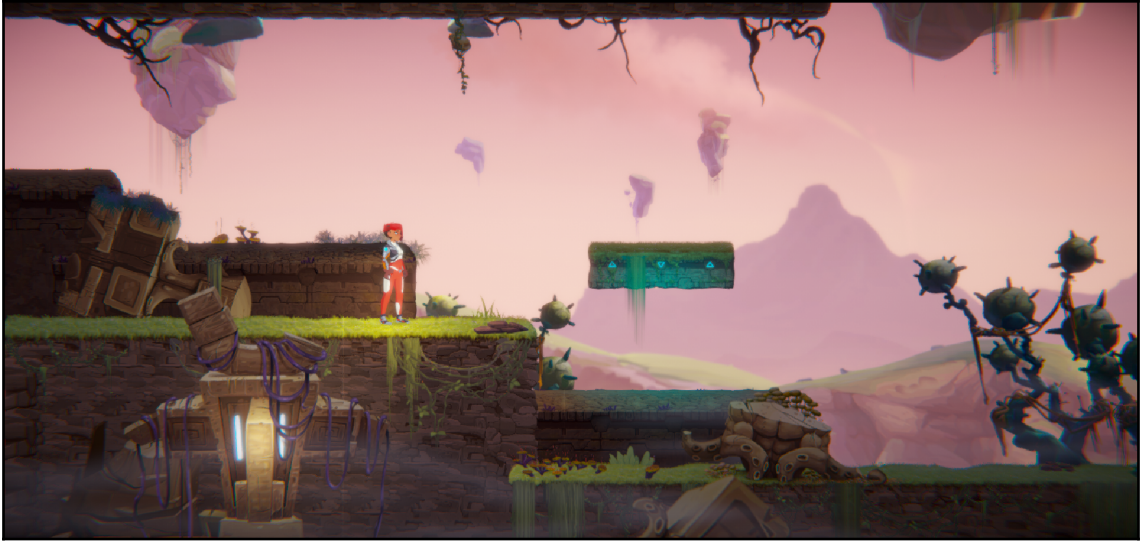


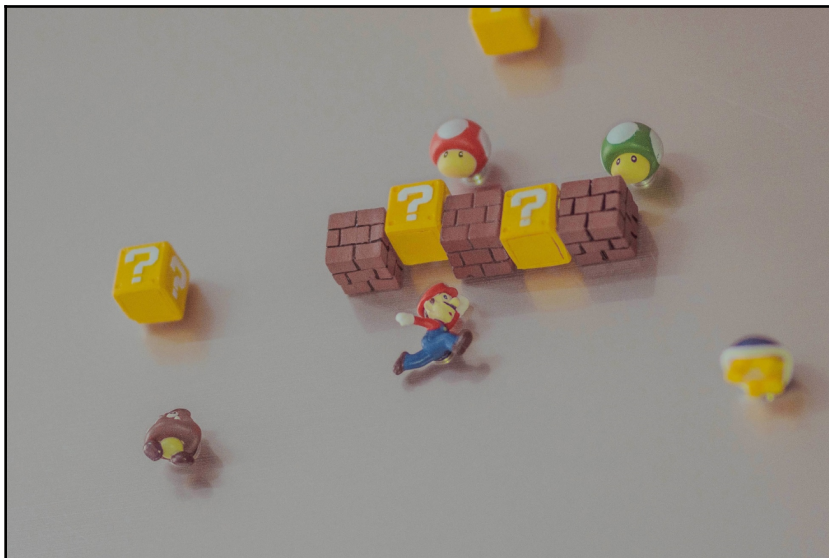
# Chapter 1: Game Design - Introduction



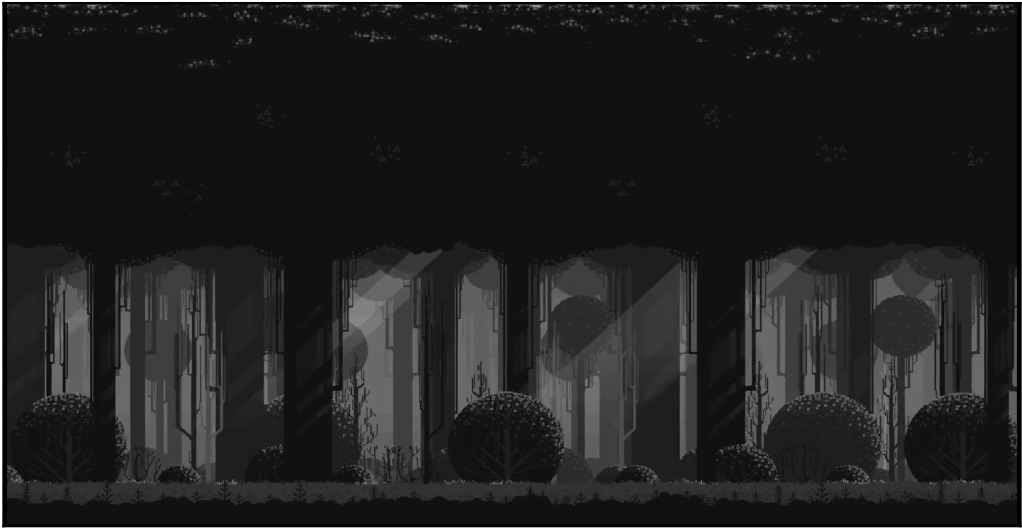


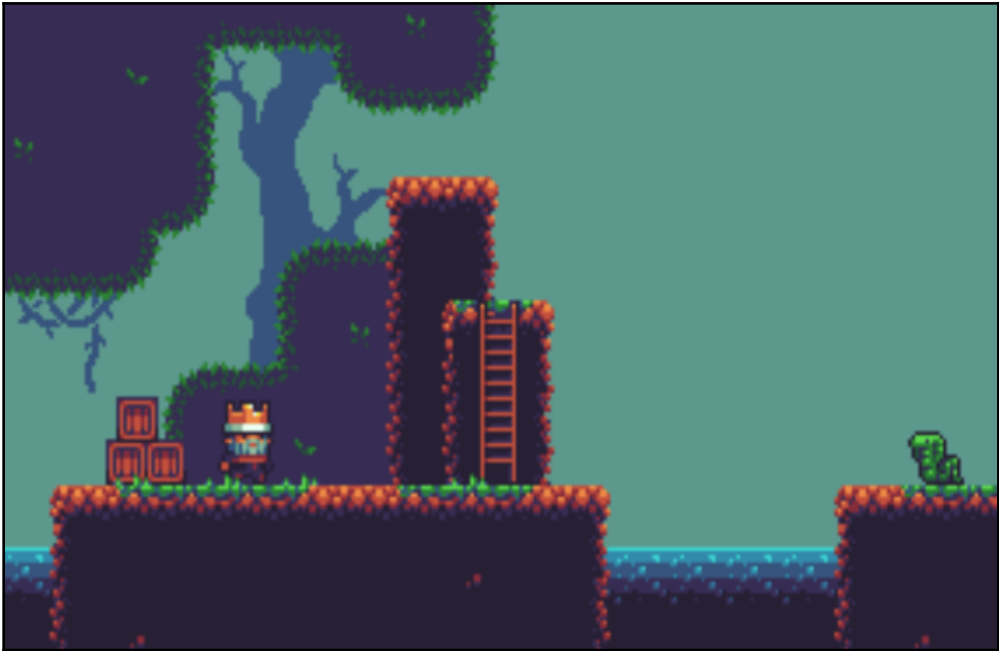














---

# Chapter 2: User Interface - Layouts and Shortcuts

The screenshot displays three pricing plans for Unity. The 'Personal' plan is free and intended for beginners, students, and hobbyists. The 'Plus' plan is the 'Best Seller' and costs approximately \$25 per month with a 1-year prepaid option, or \$35 per month, targeting serious creators. The 'Pro' plan costs \$125 per month for professionals requiring advanced customization. Each plan includes a 'Learn More' link and a primary action button ('Try Personal', 'Get Plus', or 'Go Pro').

Plan	Price	Target Audience	Primary Action
Personal	Free	For beginners, students and hobbyists who want to explore and get started with Unity.	Try Personal
Plus	~\$25 per month with 1 year, prepaid Or \$35 per month	For creators who are serious about bringing their vision to life.	Get Plus
Pro	\$125 per month	For professionals who need complete flexibility and crave advanced customization.	Go Pro

download?ref=personal

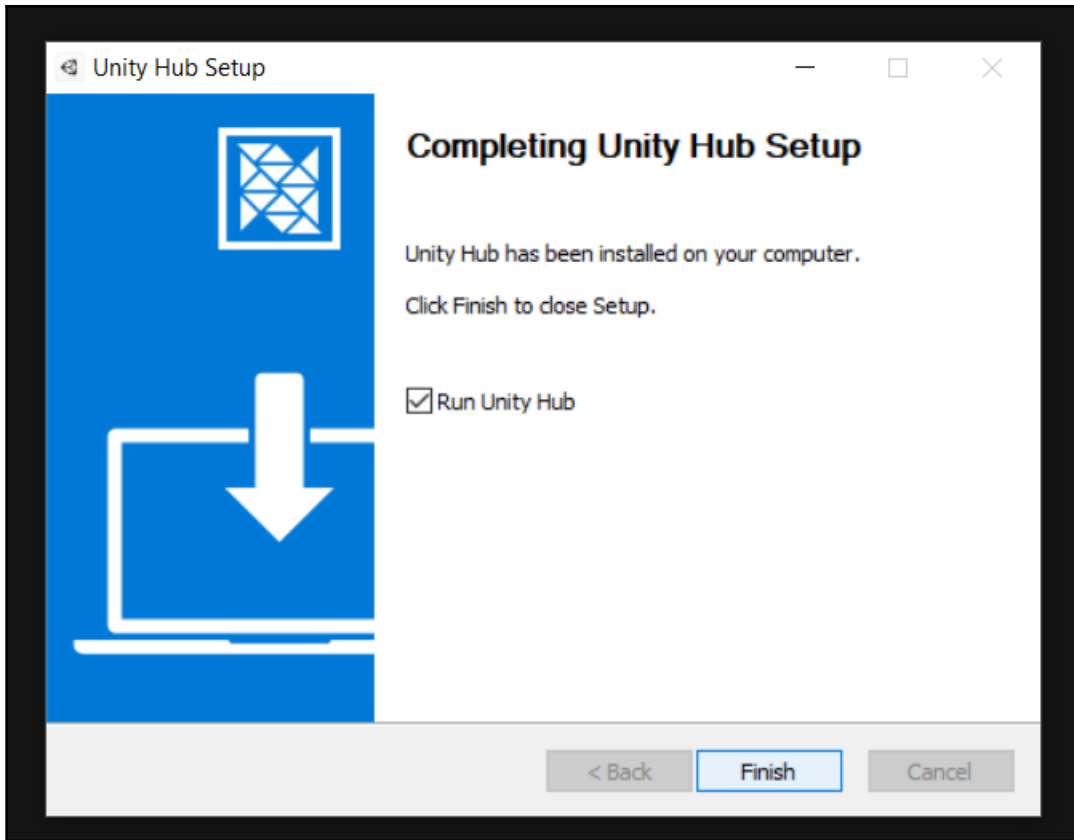
### Accept terms

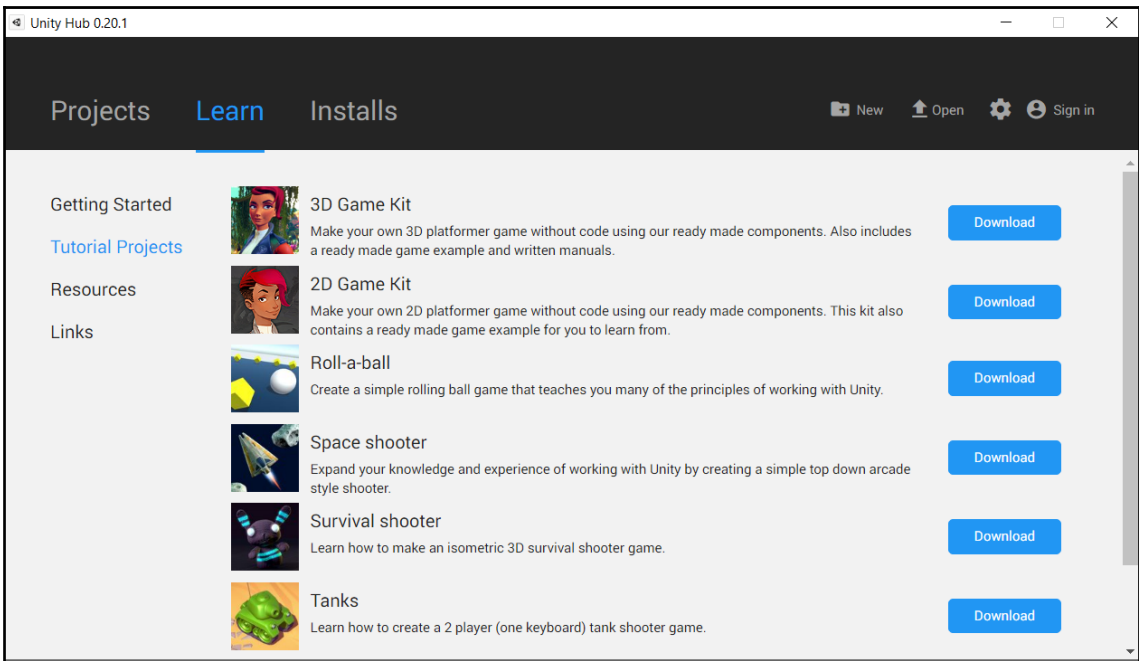
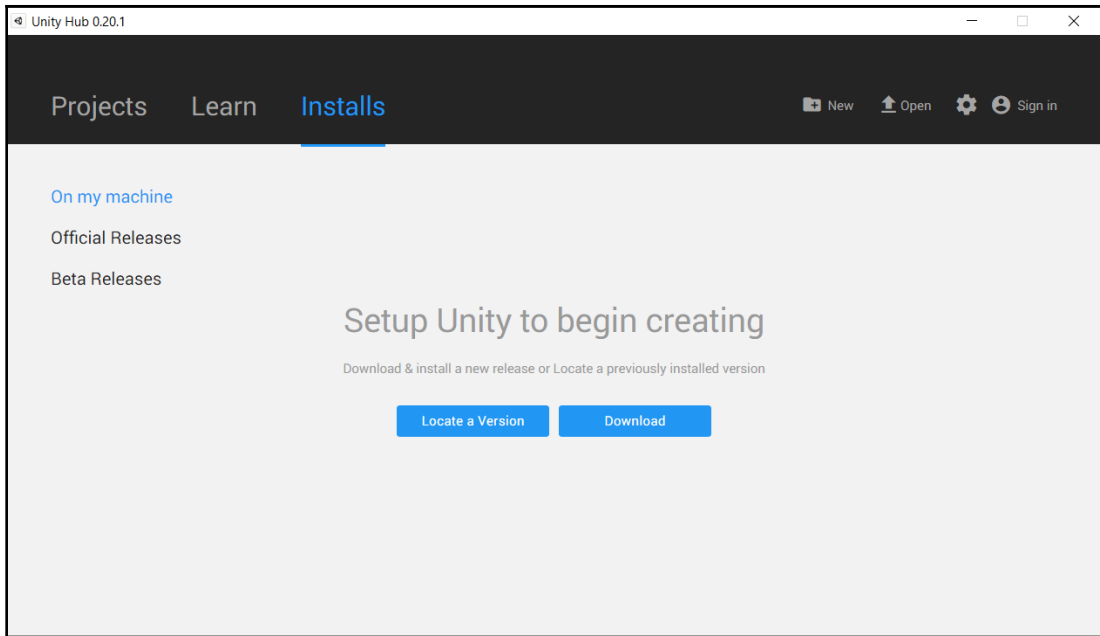
By clicking, I confirm that I am eligible to use Unity Personal per the [Terms of Service](#), as I or my company meet the following criteria:

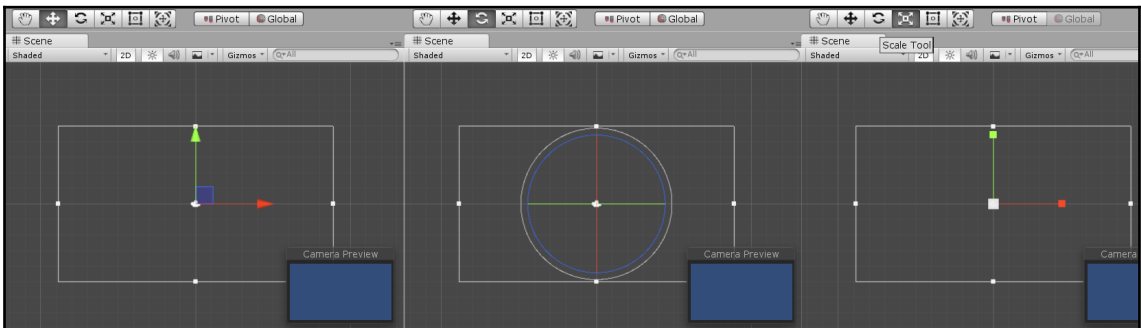
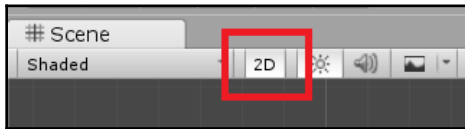
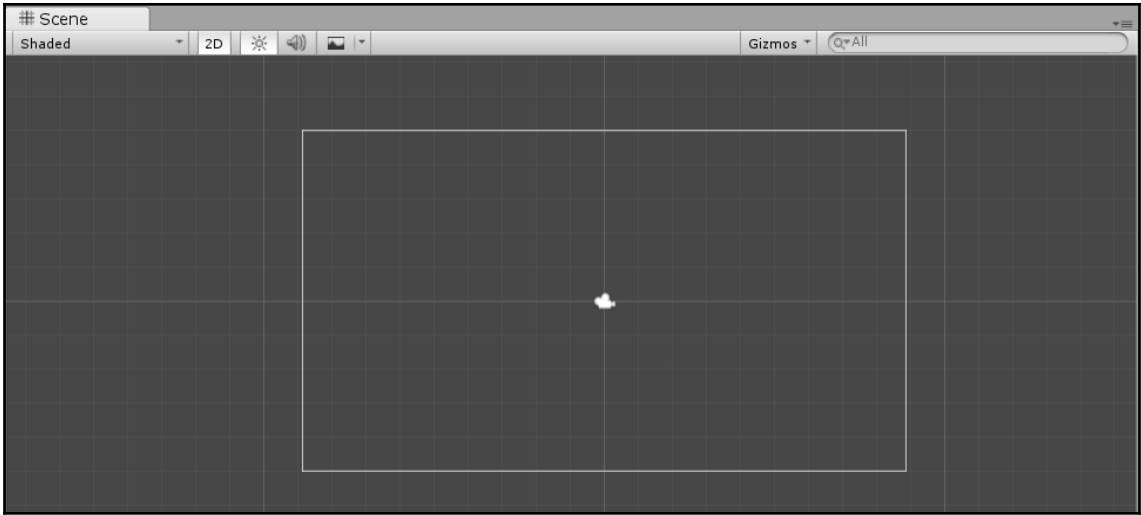
- Do not make more than \$100k in annual gross revenues, regardless of whether Unity Personal is being used for commercial purposes, or for an internal project or prototyping.
- Have not raised funds in excess of \$100K.
- Not currently using Unity Plus or Pro.

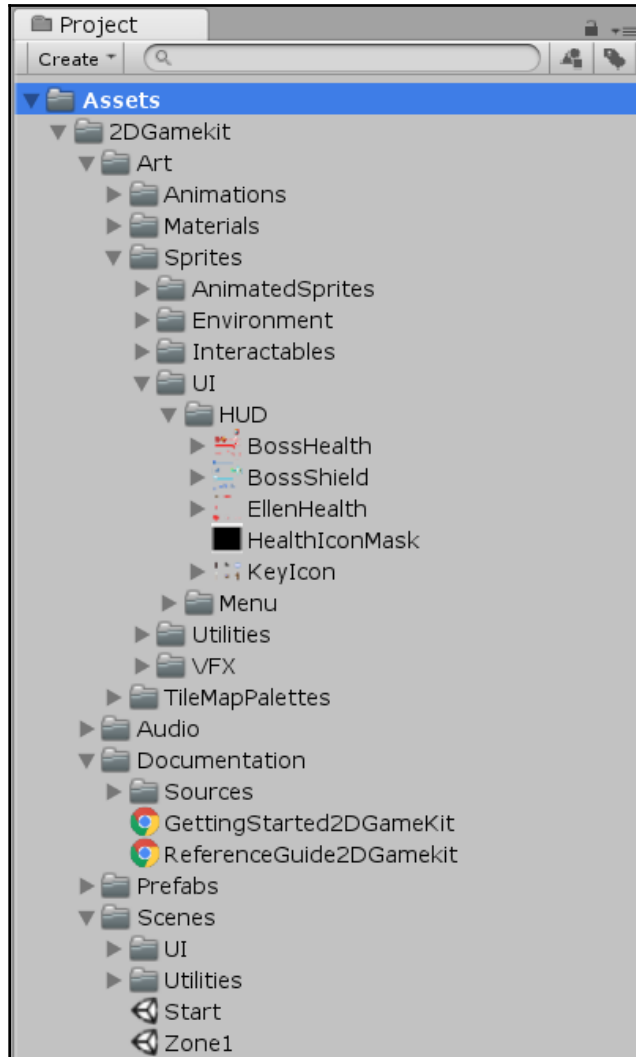
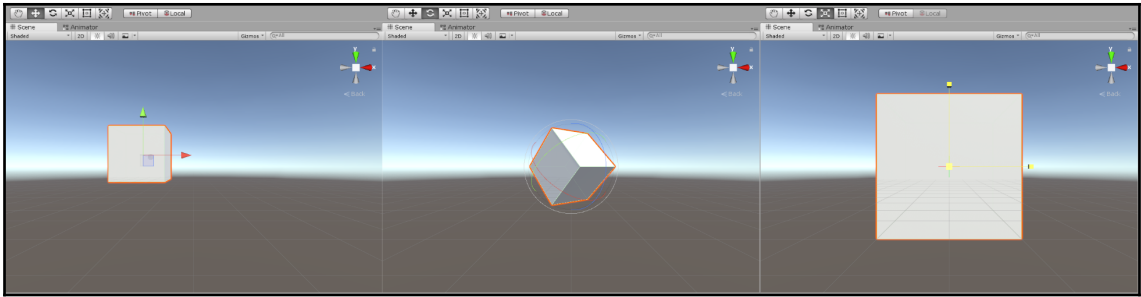
If you are not eligible to use Unity Personal, please [click here](#) to learn more about Unity Plus and Unity Pro.

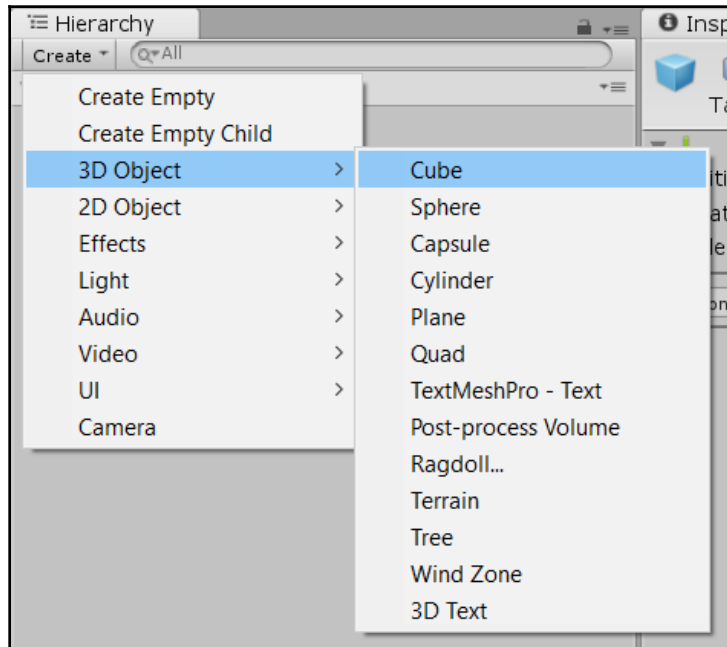
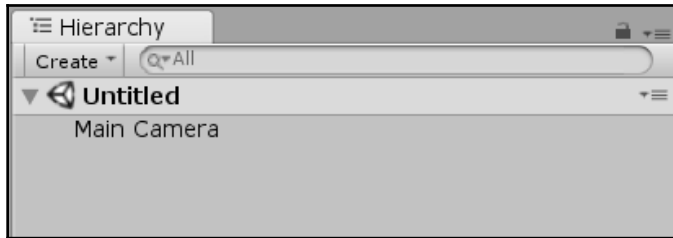
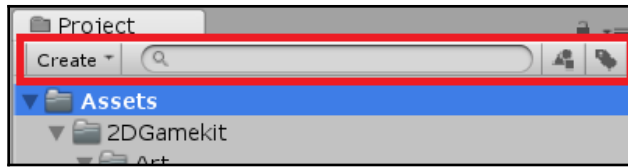
[Download Installer for Windows](#)    [Download Unity Hub \(Preview\)](#)



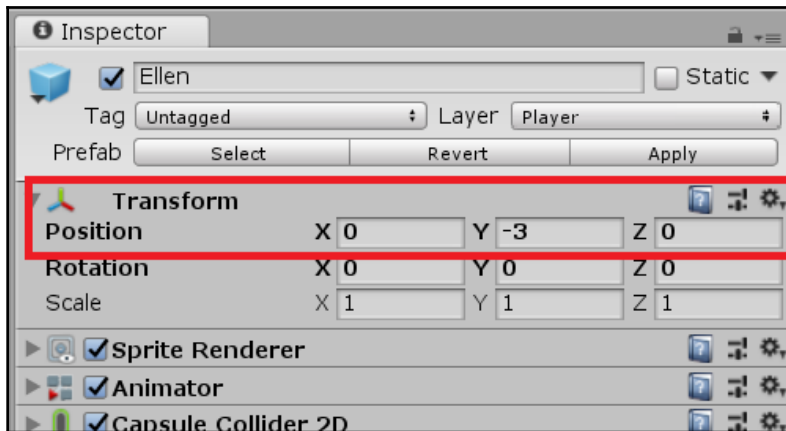
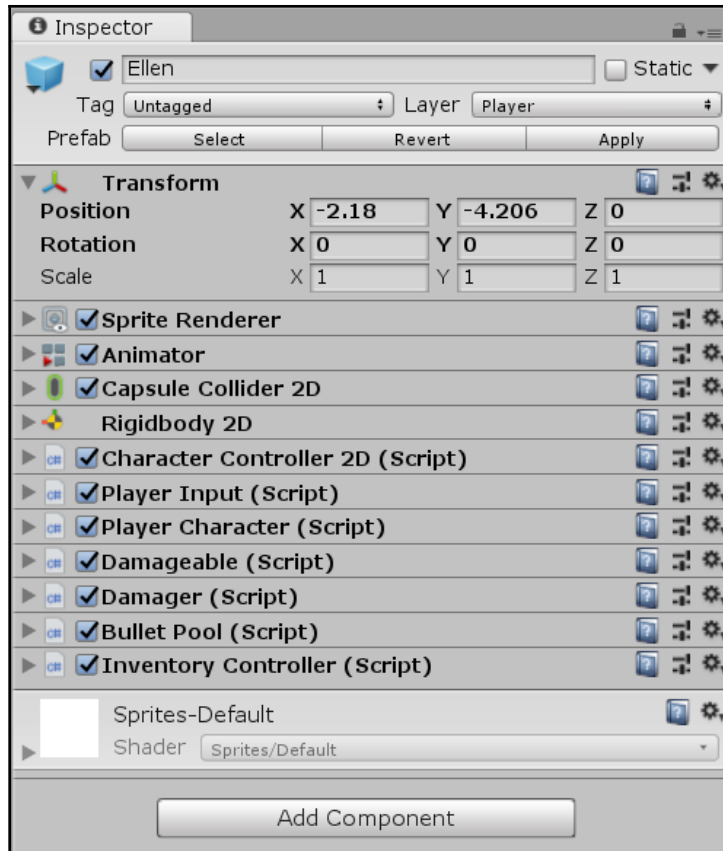






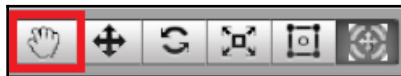
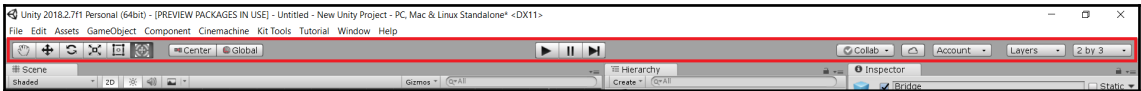
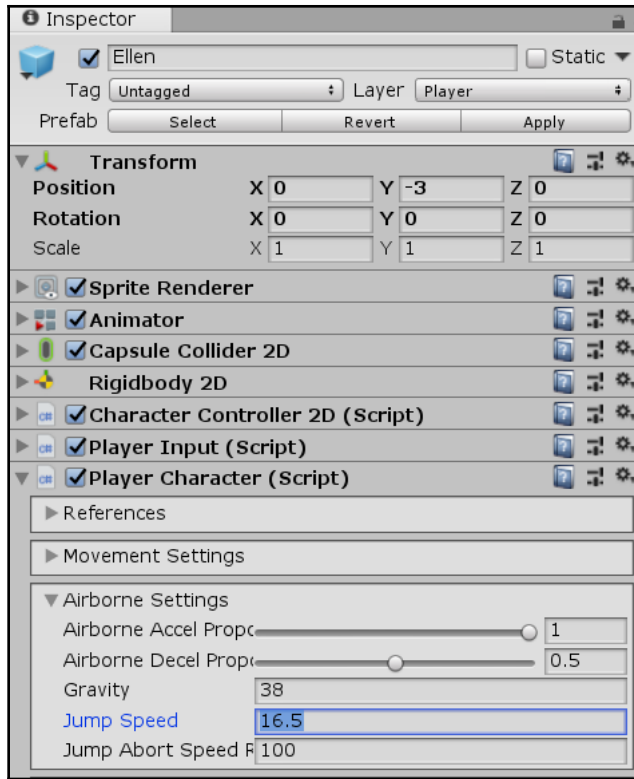


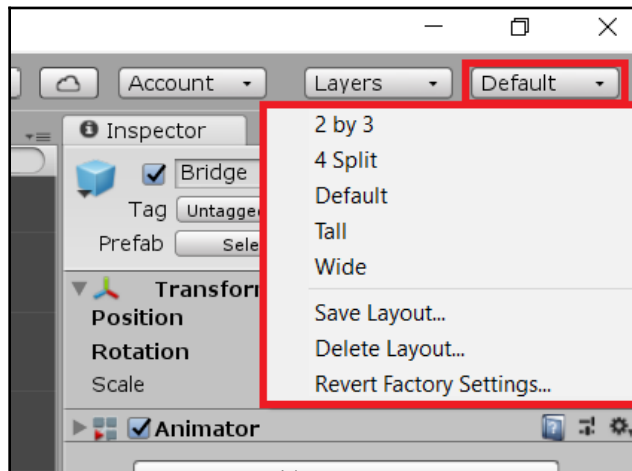


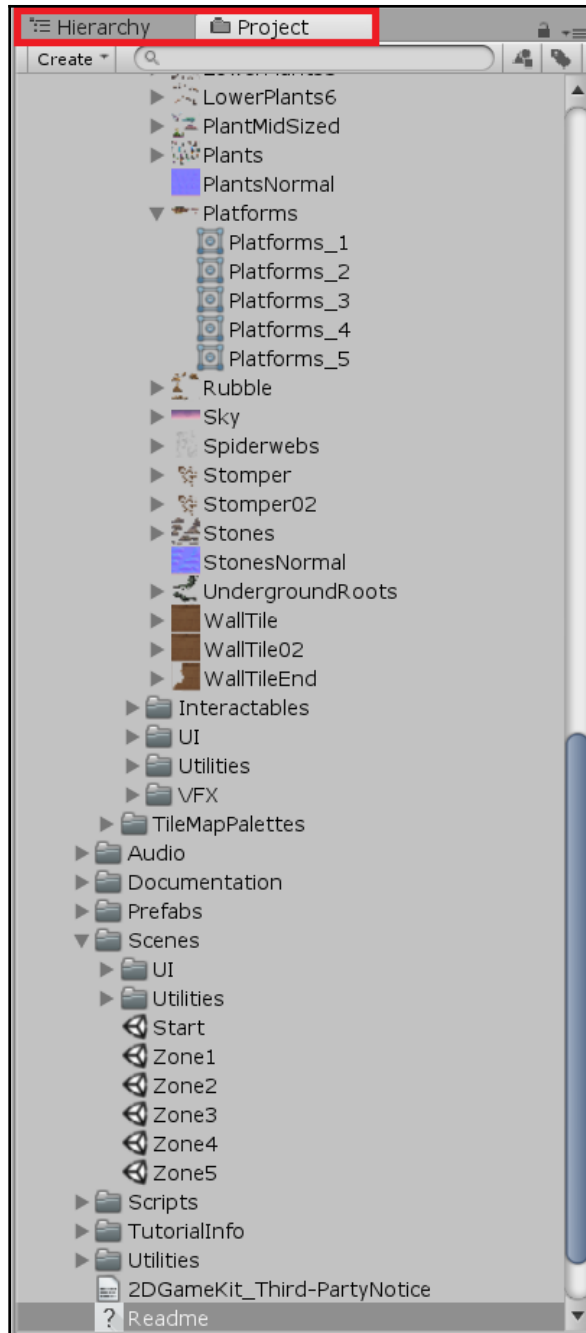


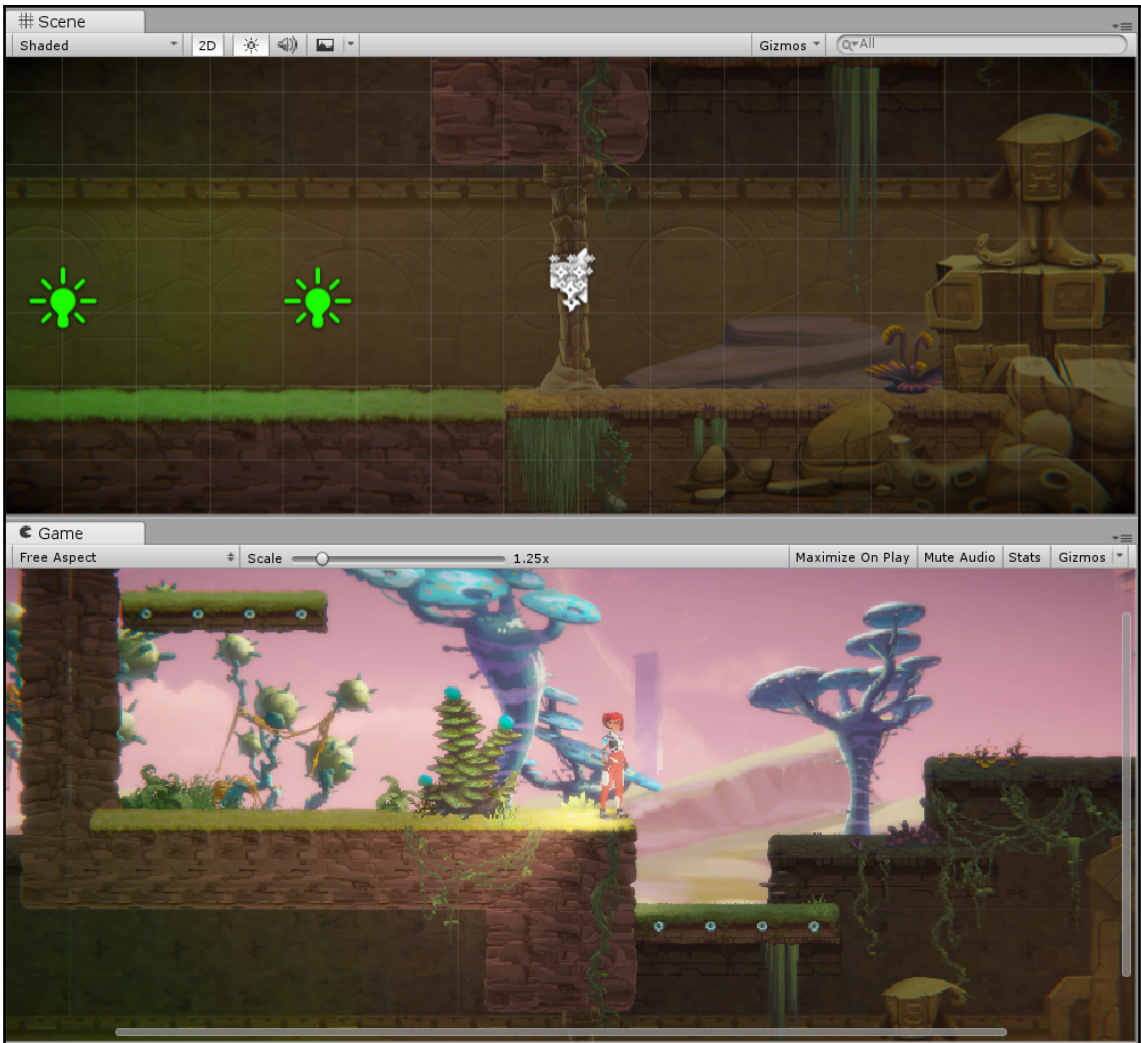


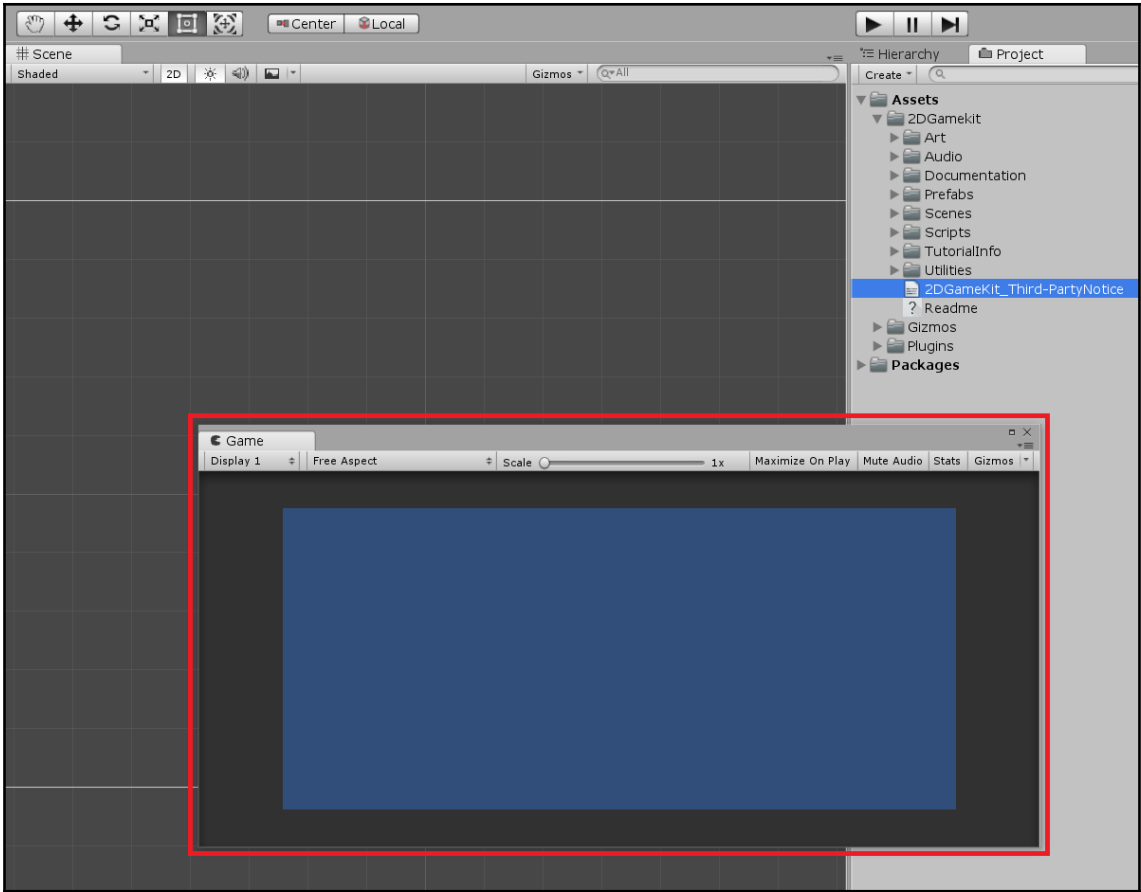


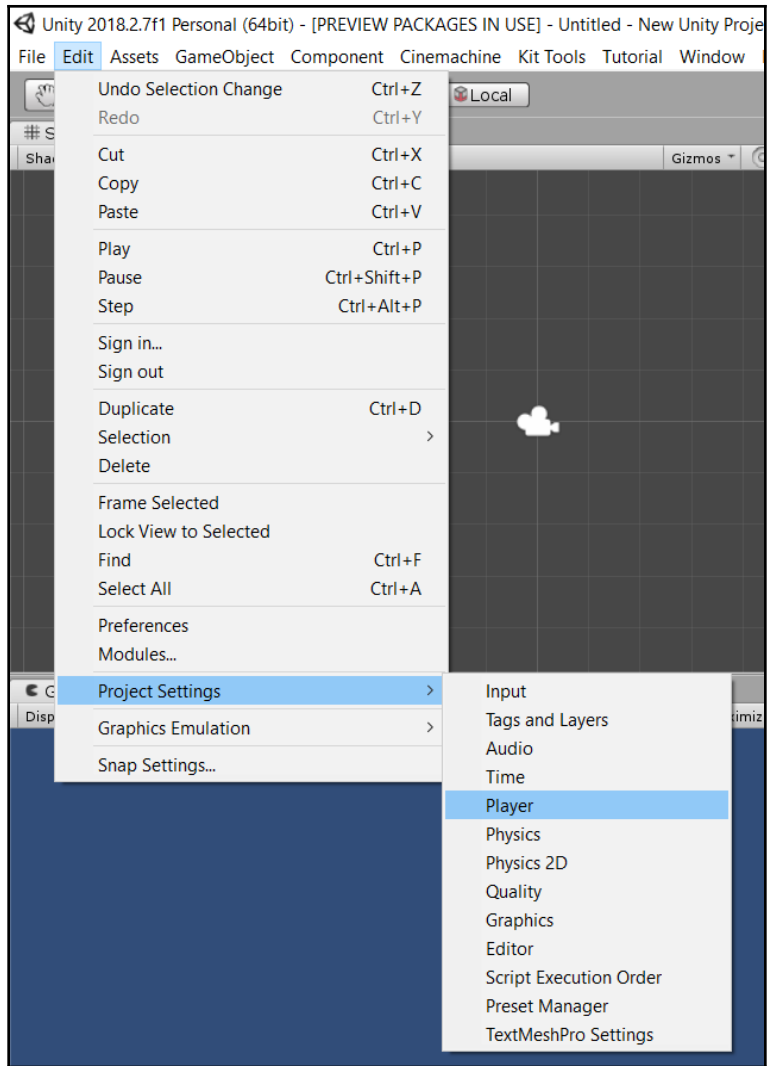


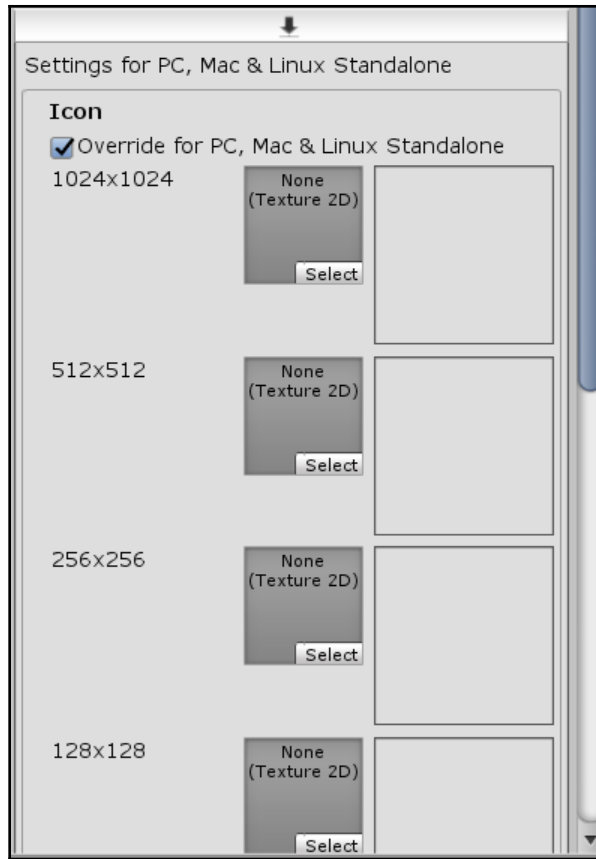




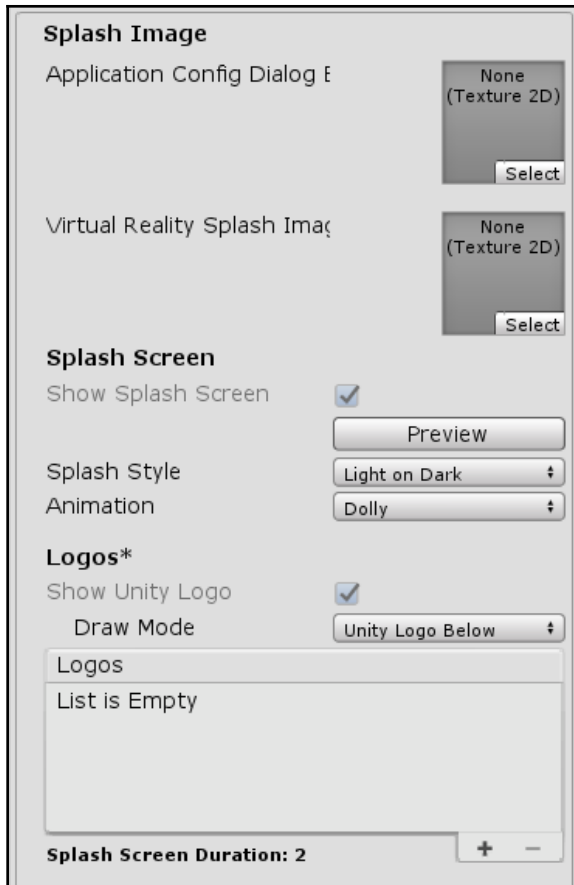




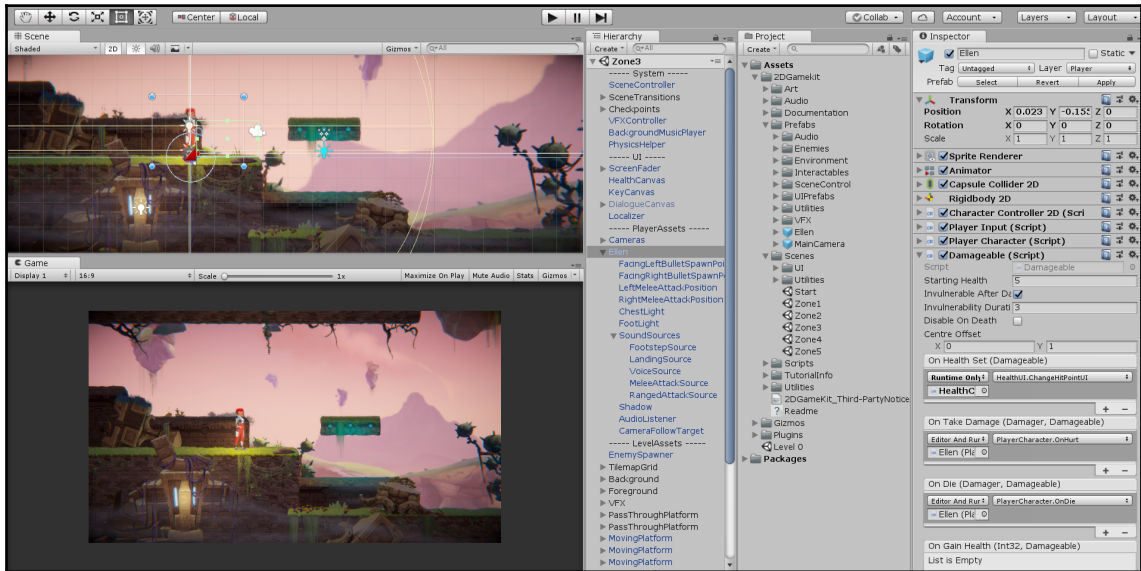


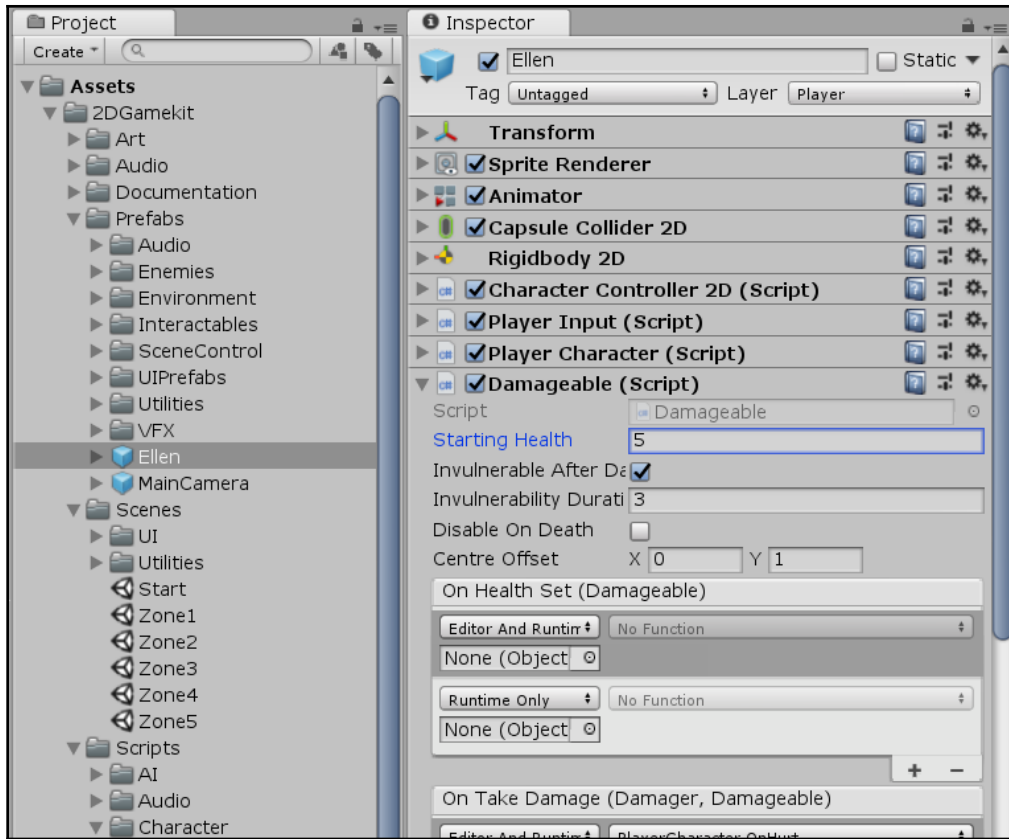






# Chapter 3: Basic Concepts - Variables and Components







Input Type Mouse And Keyboard

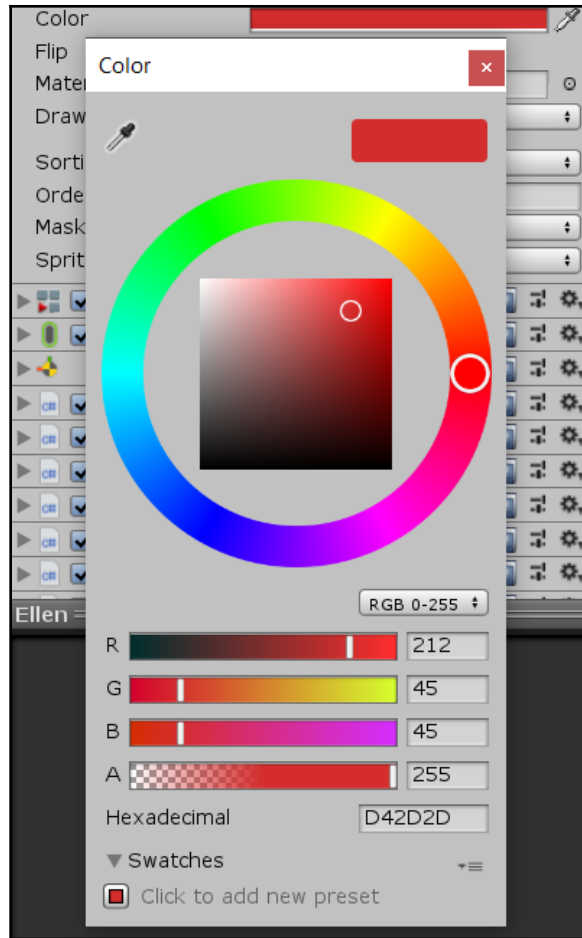
- Mouse And Keyboard Controller

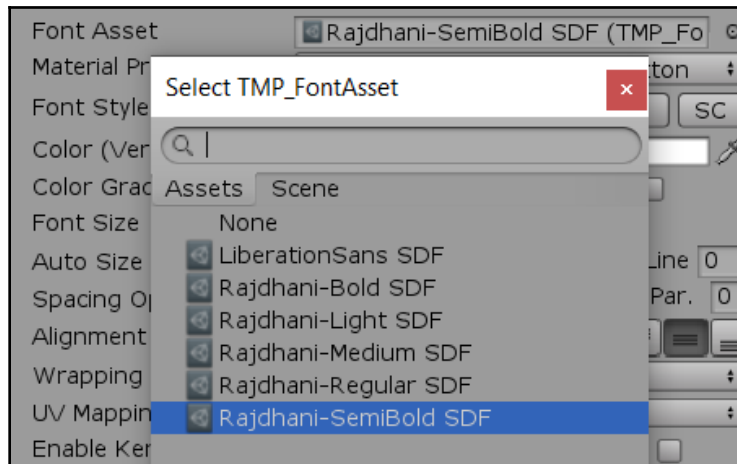
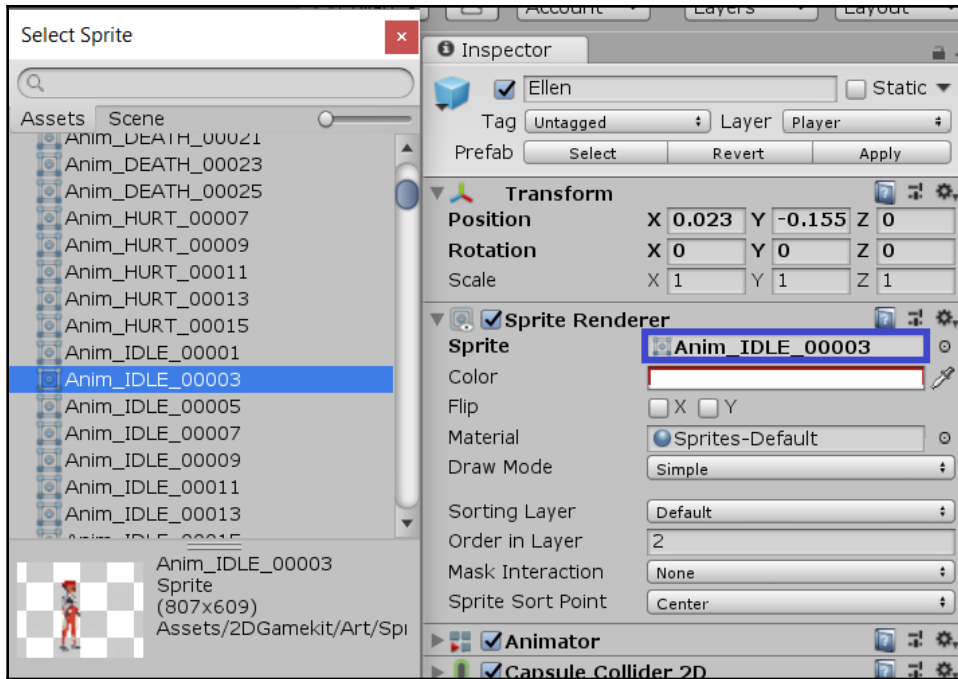
Key	Name
-----	------

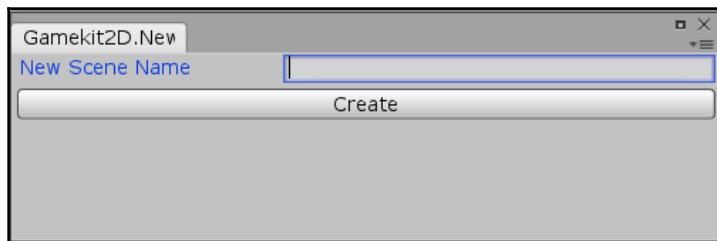
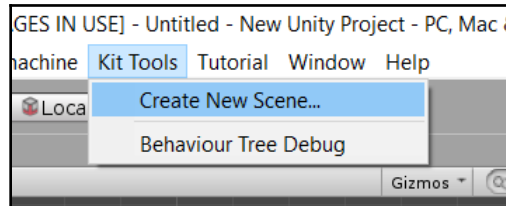
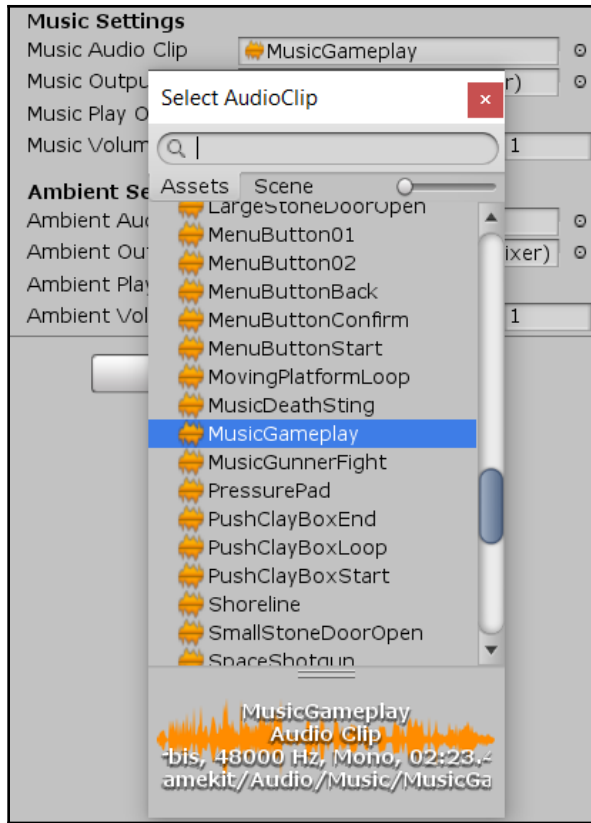
Jump Speed	16.5	Starting Health	5
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Dash While Airborne

Position X  Y  Z

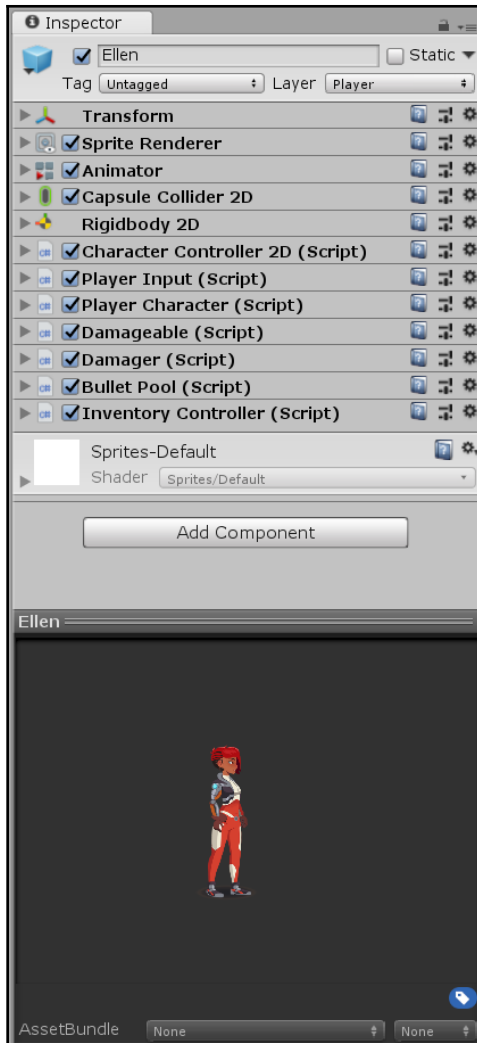


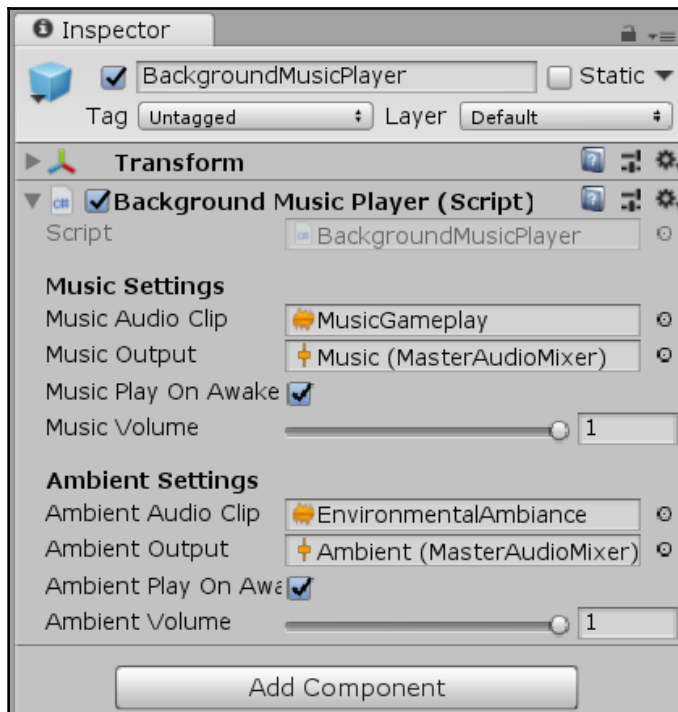
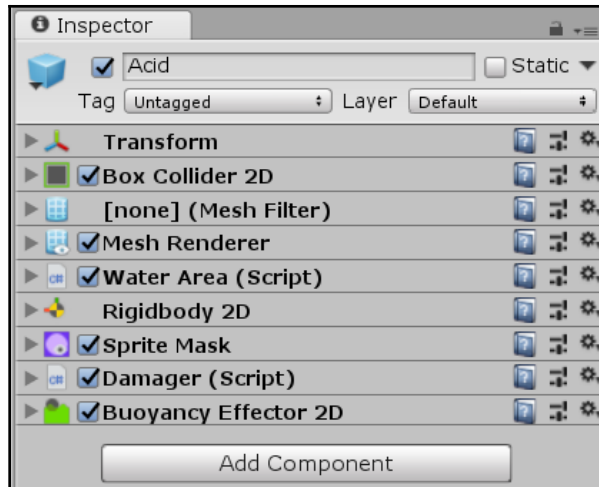




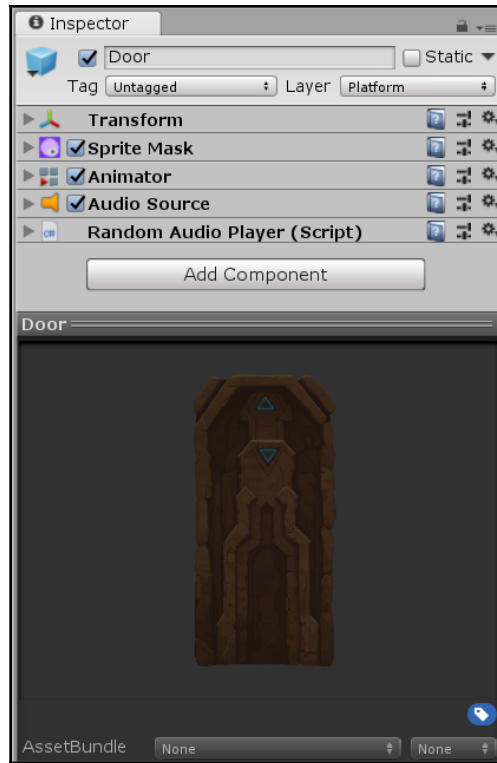


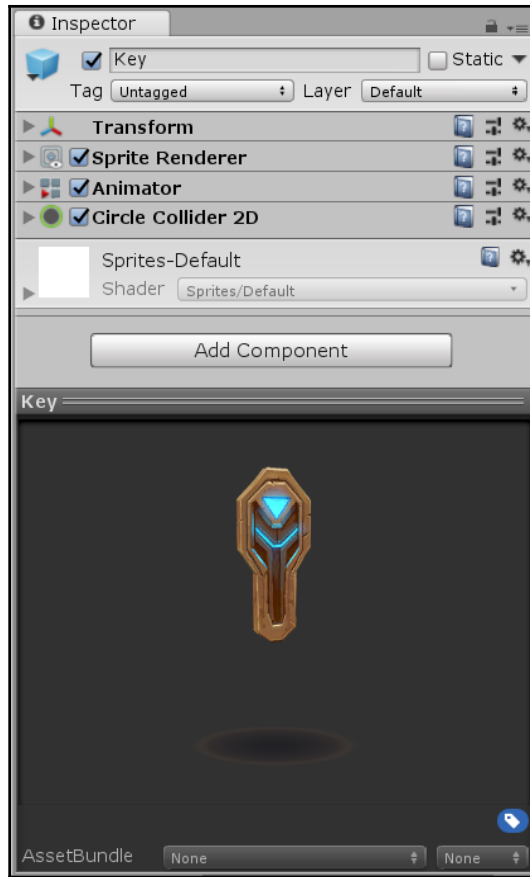


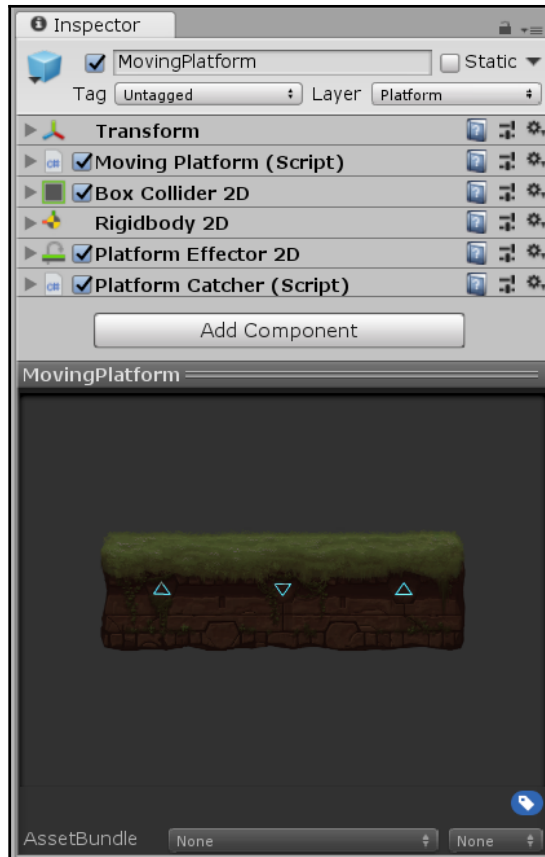


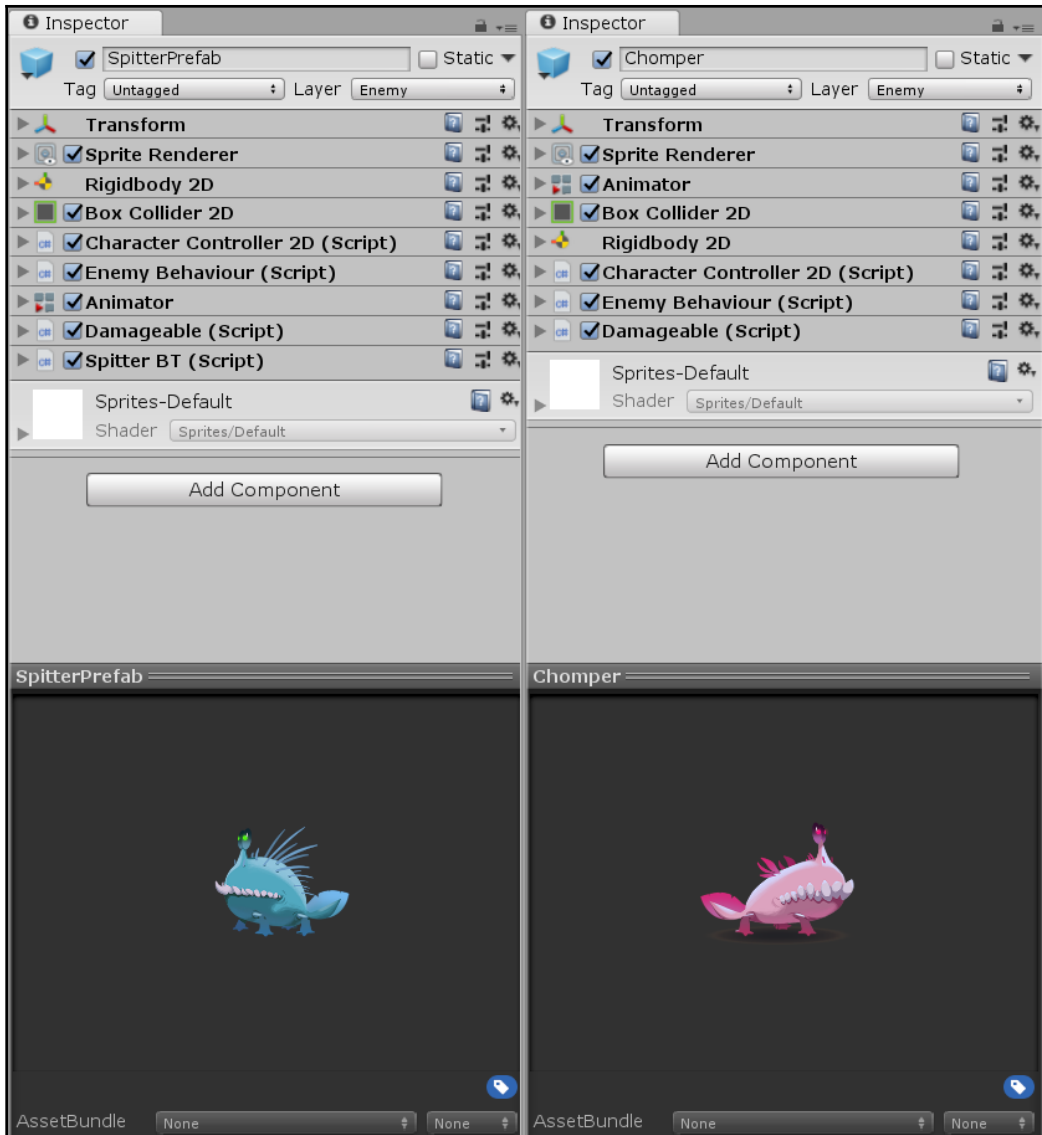


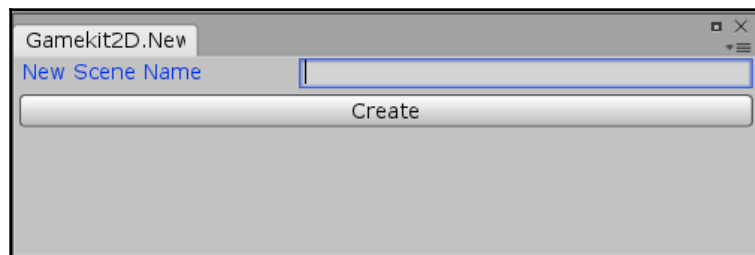
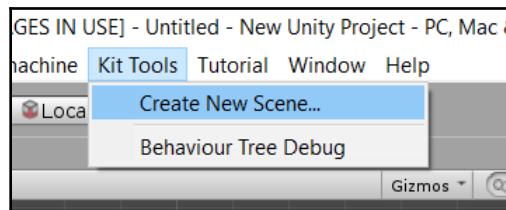
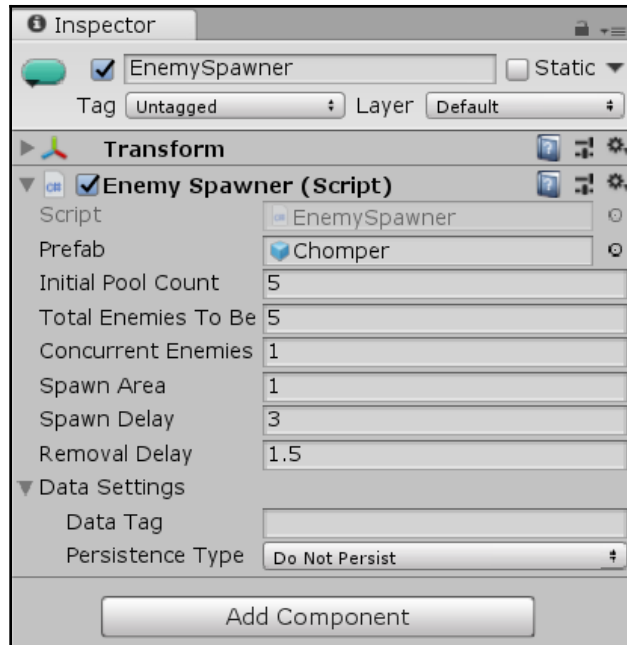




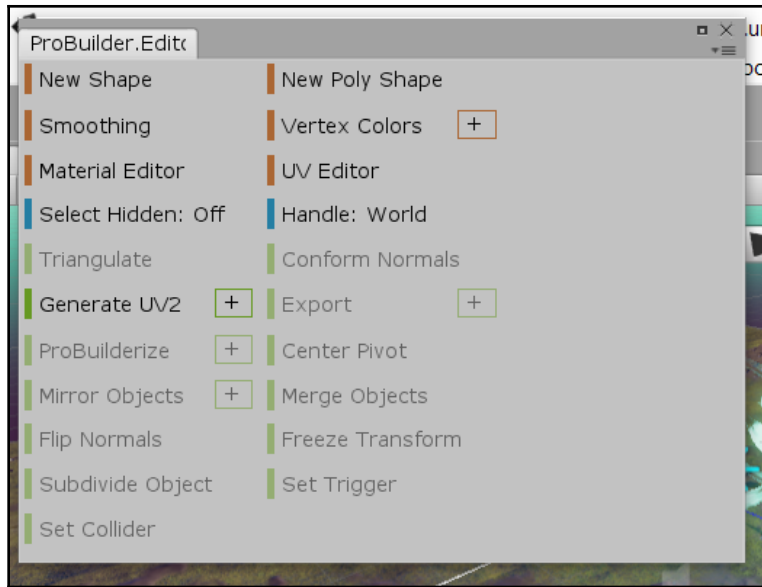




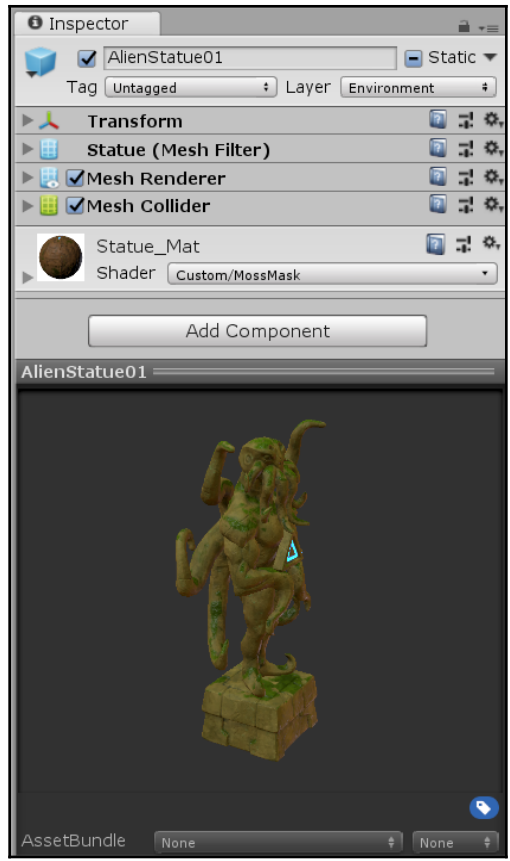


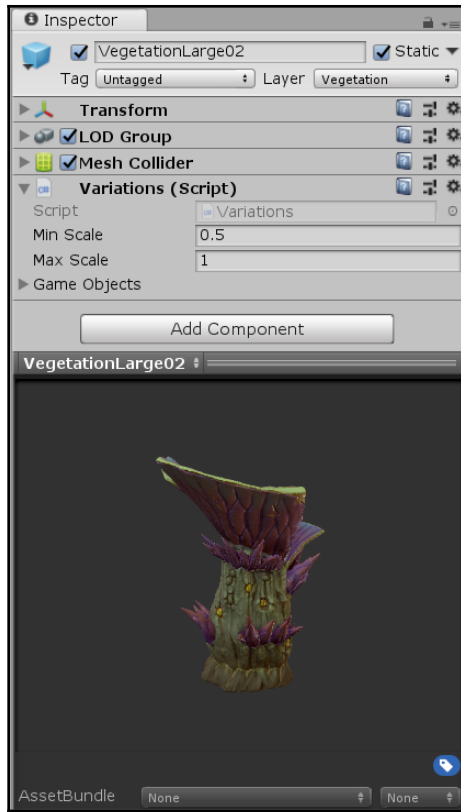


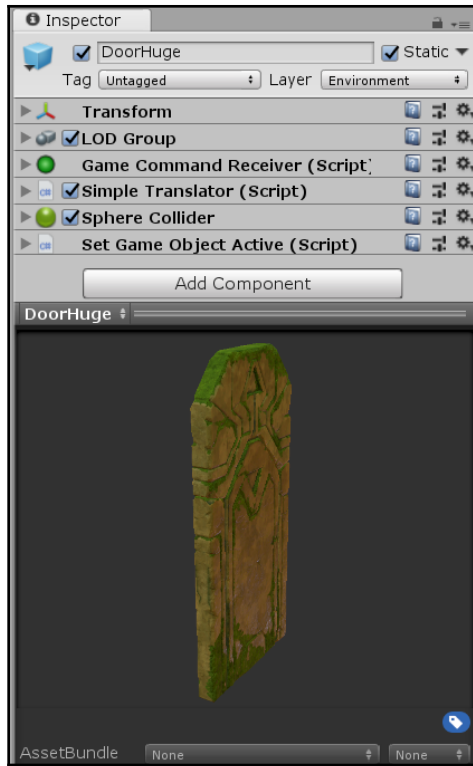


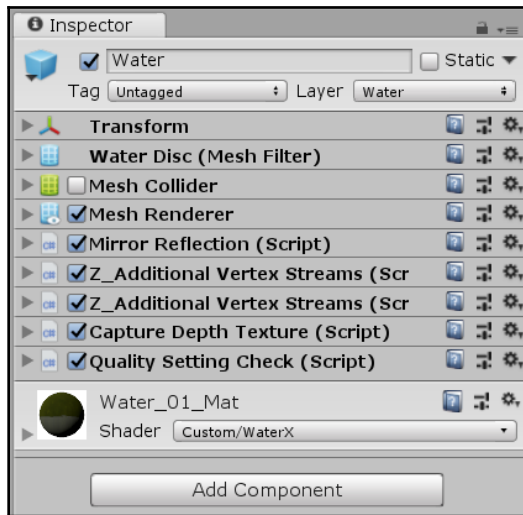
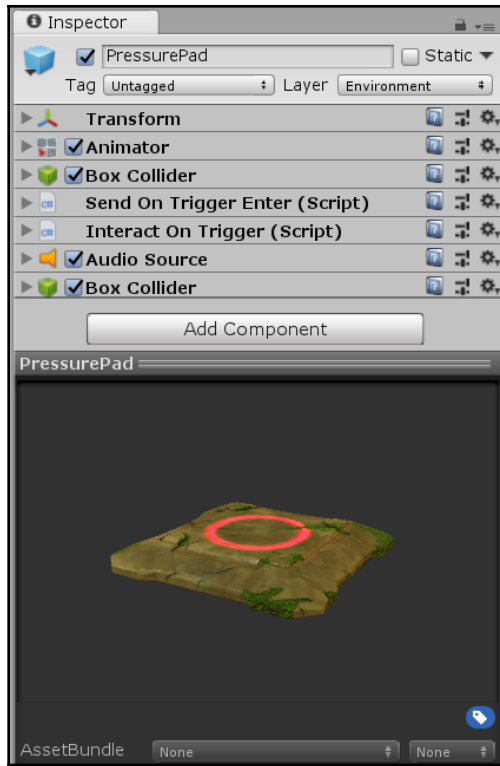


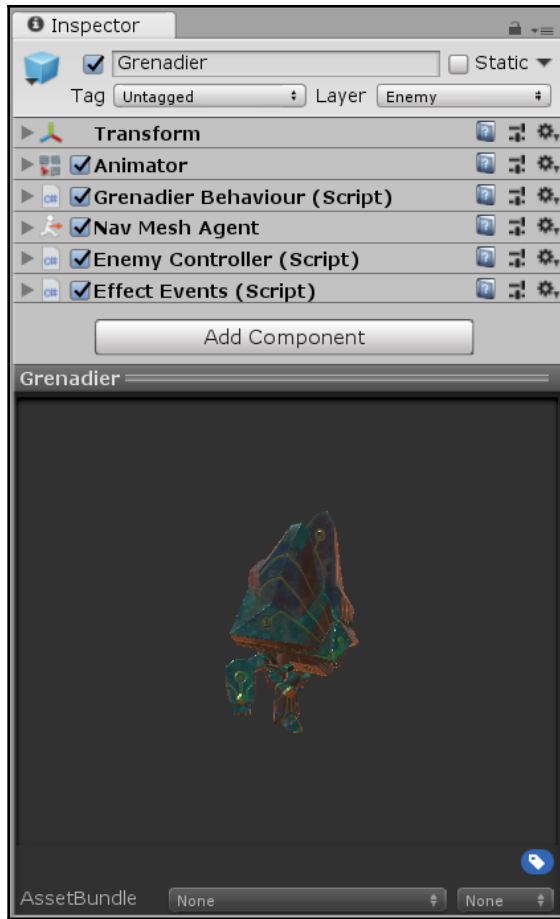


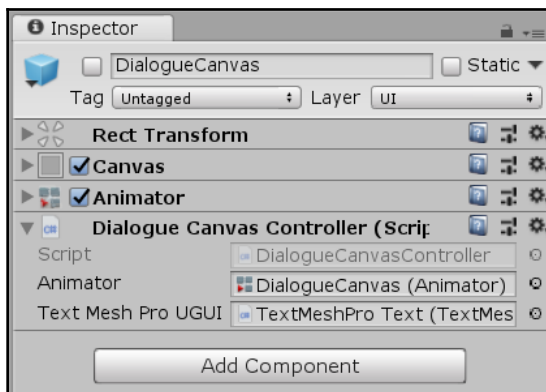
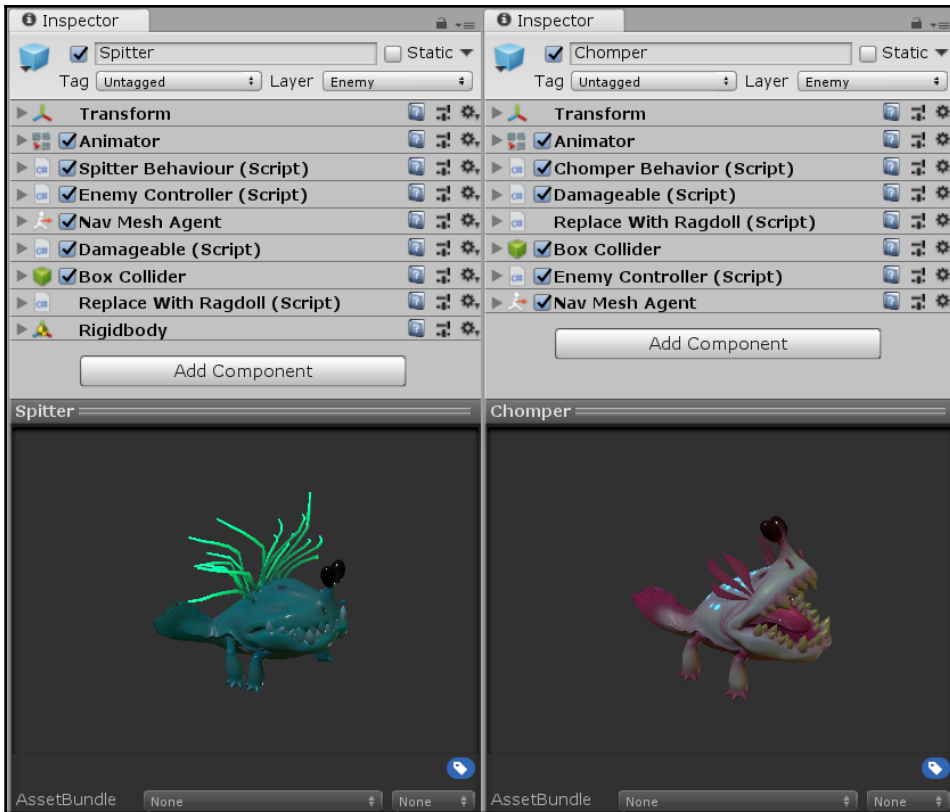




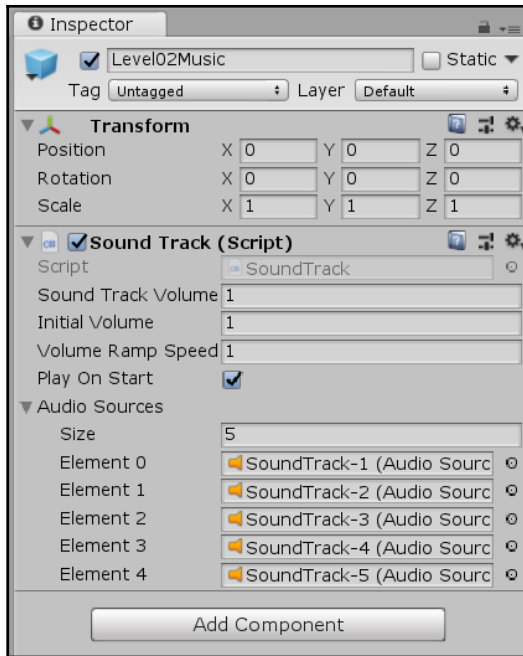




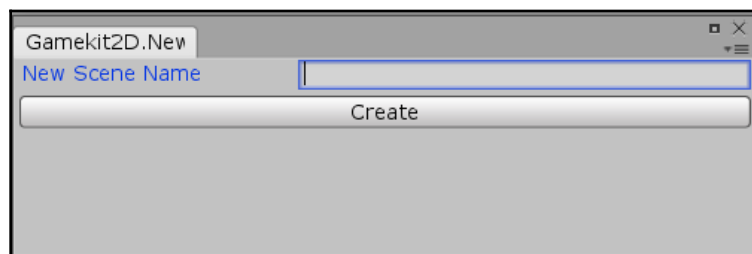
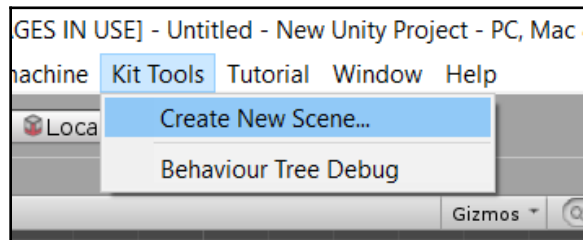
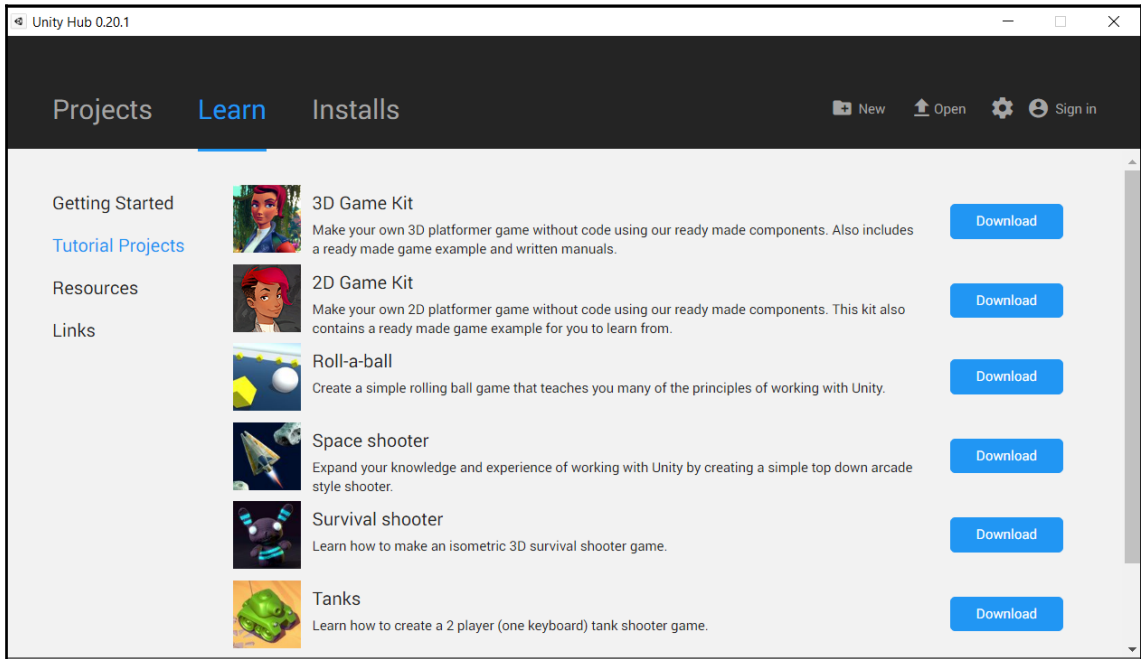


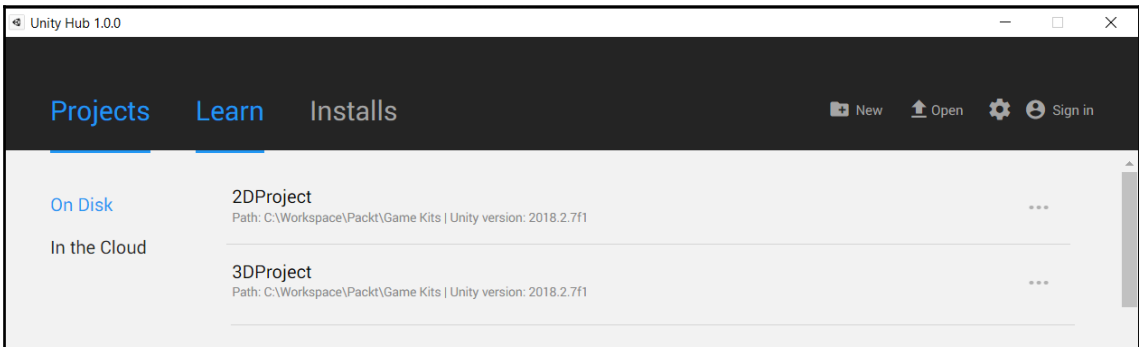
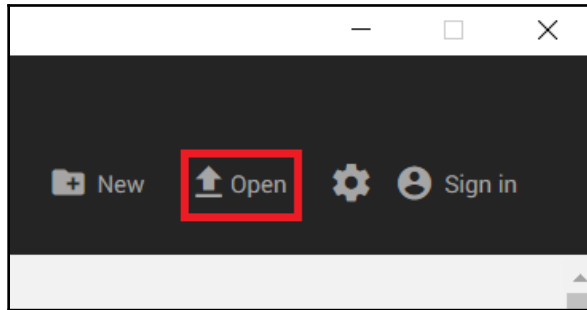
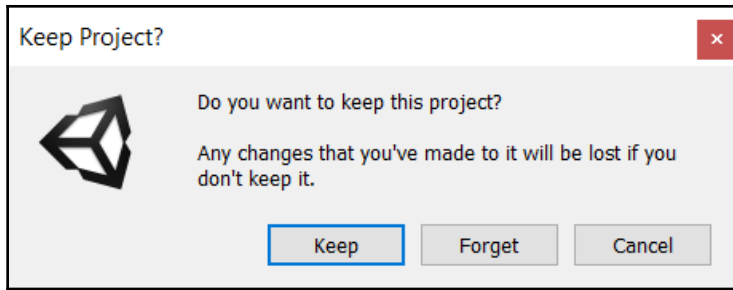


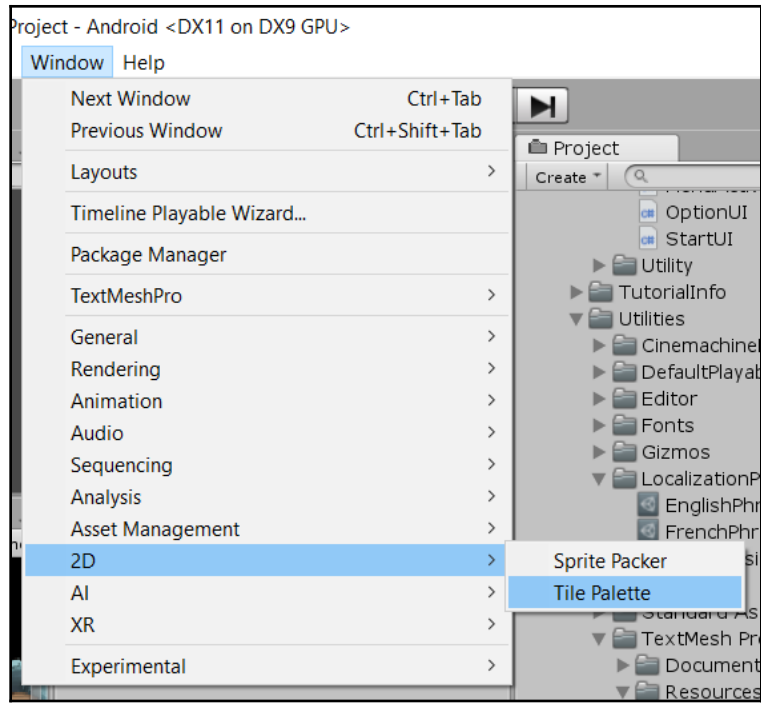


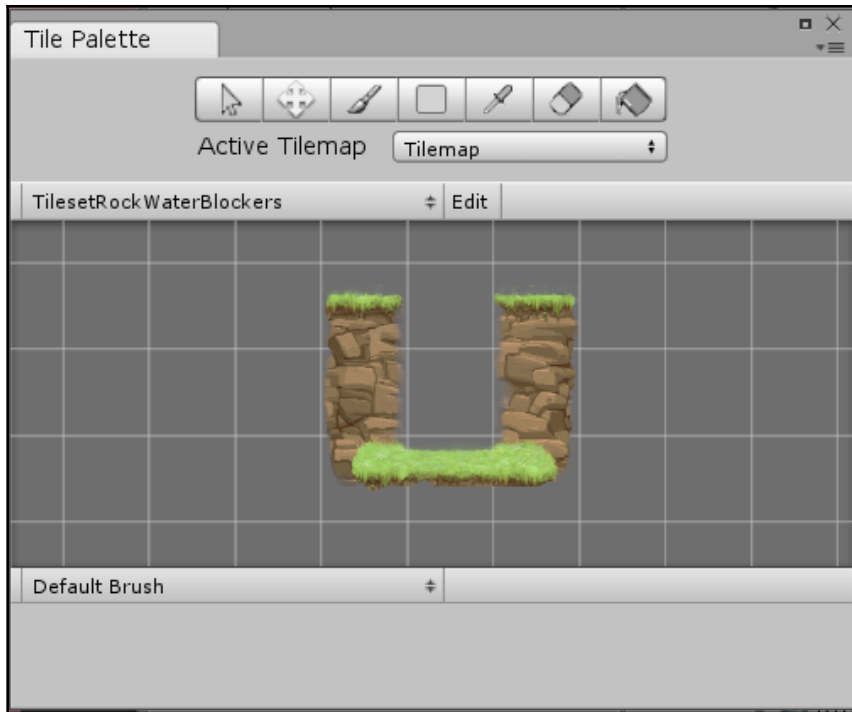


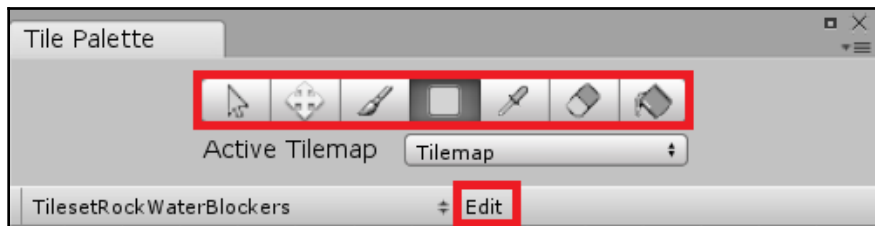
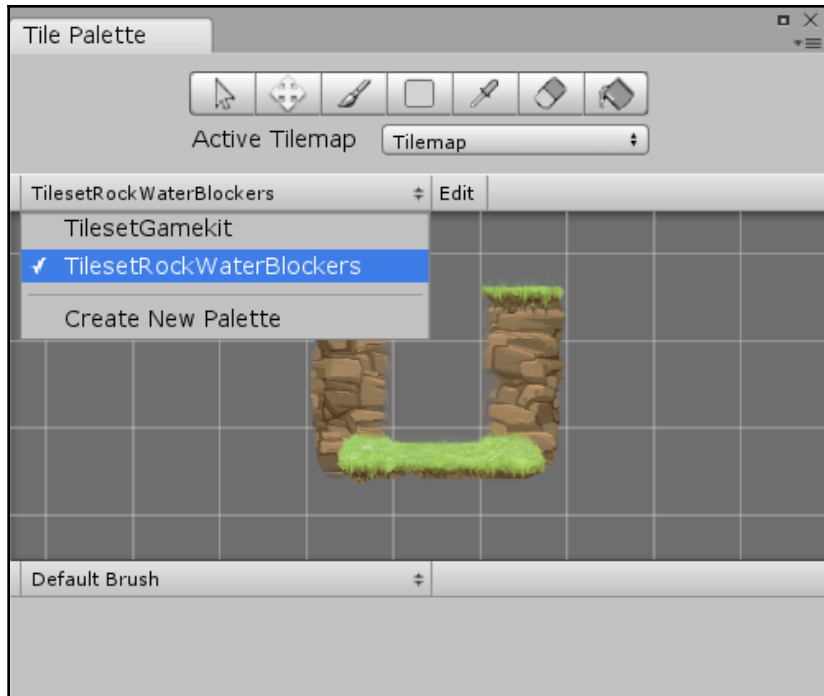
# Chapter 4: Getting Started - Object Placement

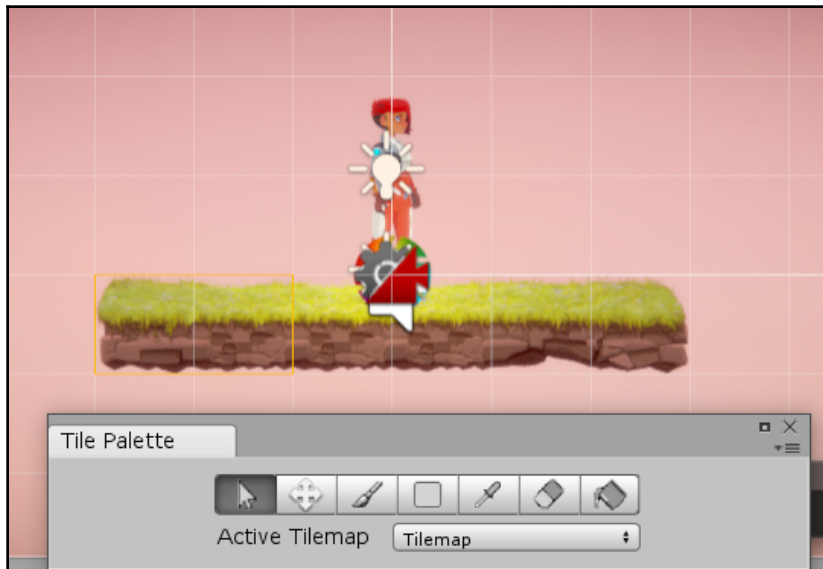
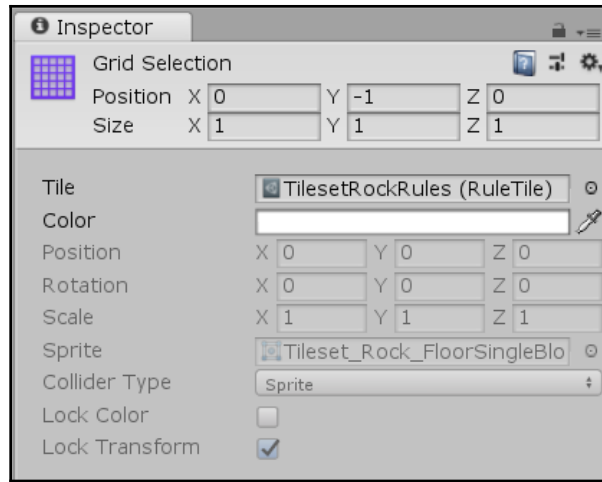


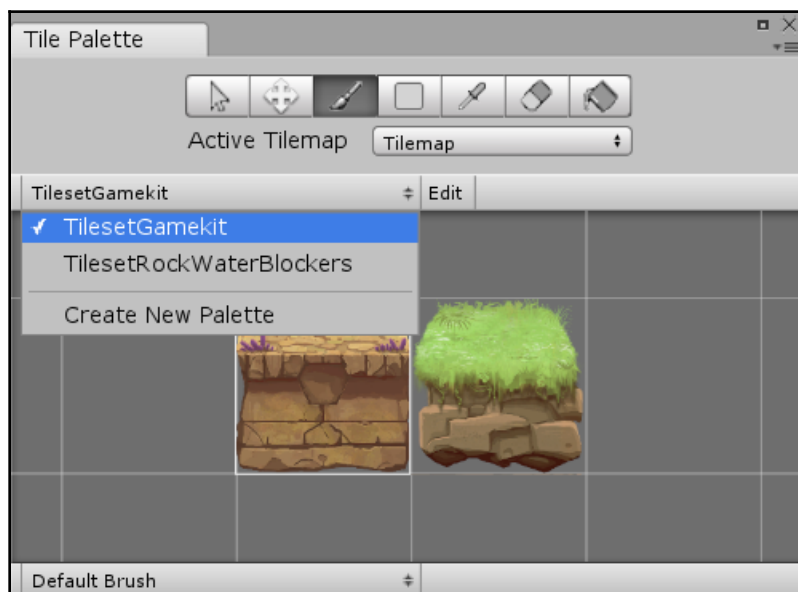
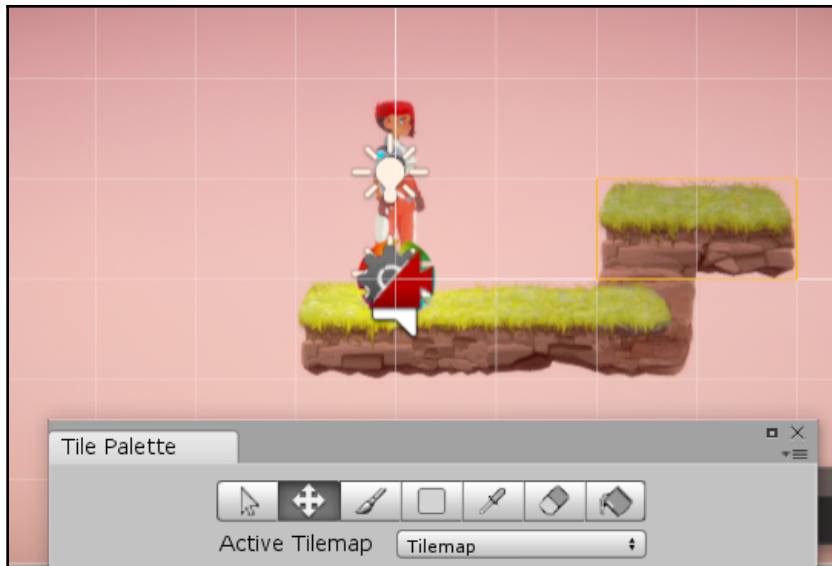




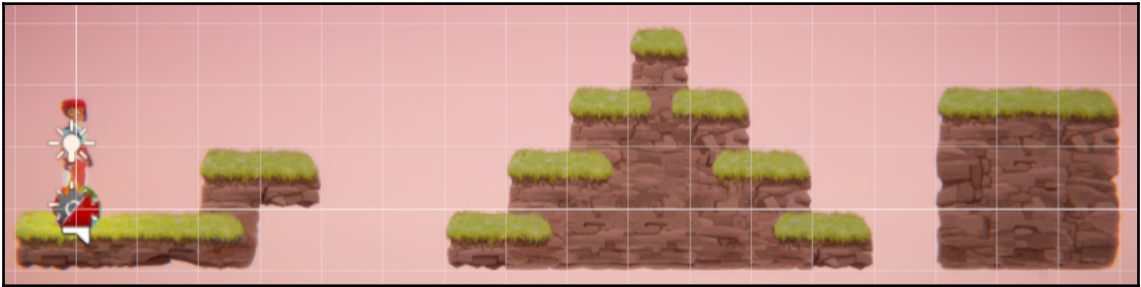
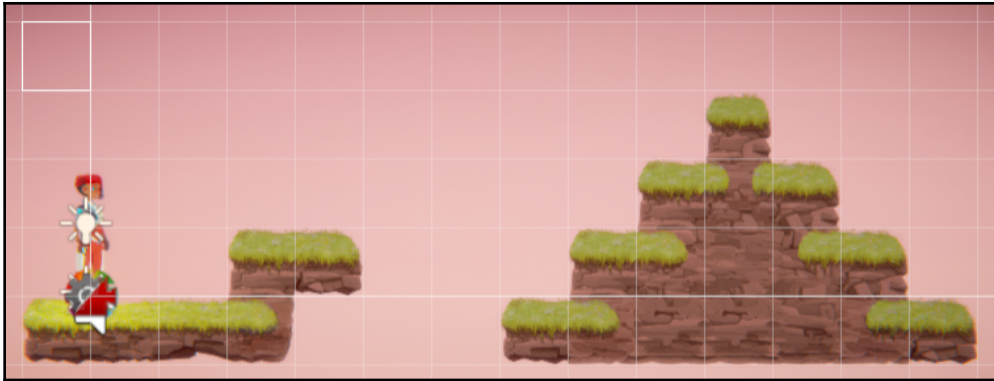


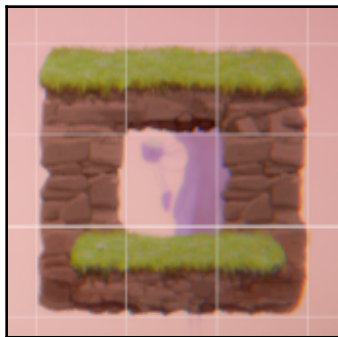
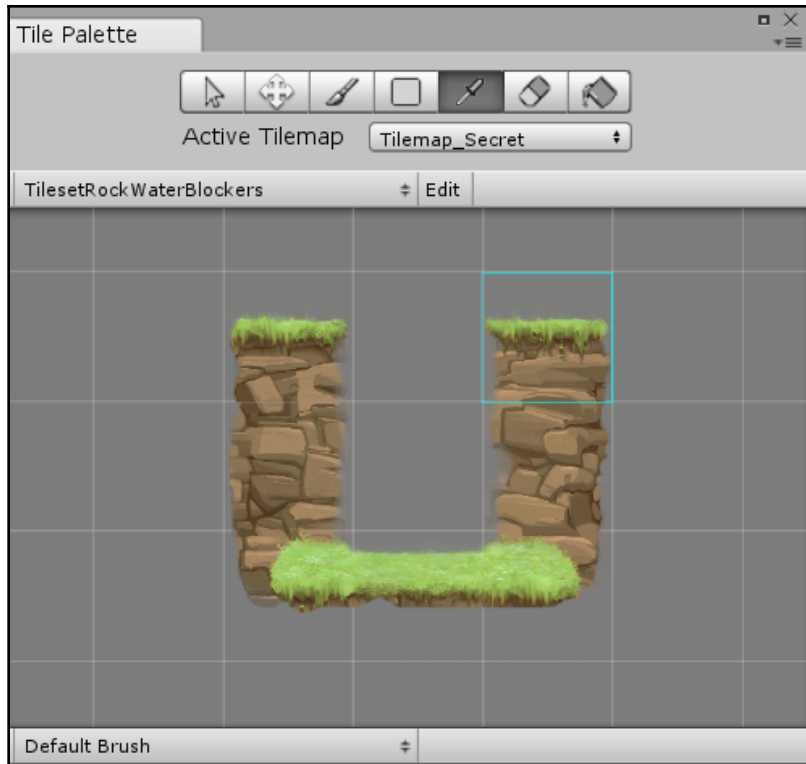


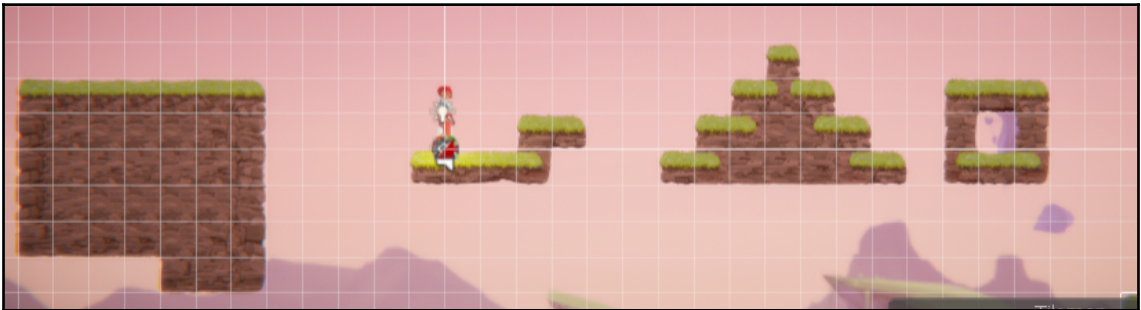
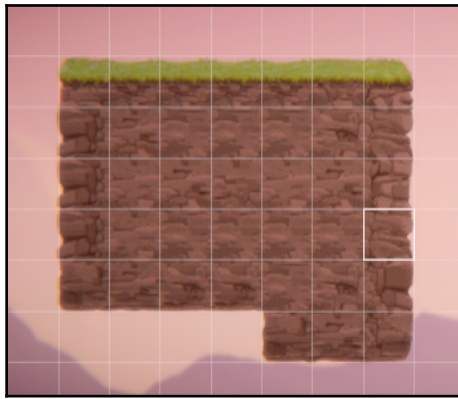
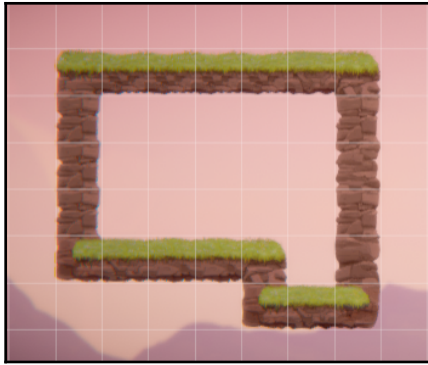




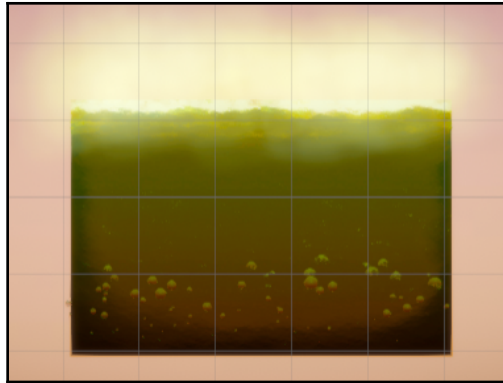












**Water Area (Script)**

Point per unit: 5

Offset: X 0 Y 0

Size: X 20 Y 3

Dampening: 0.93

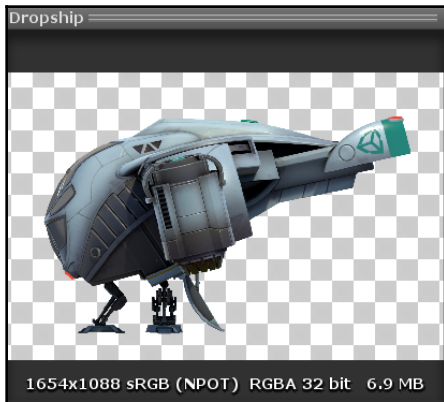
Tension: 0.92

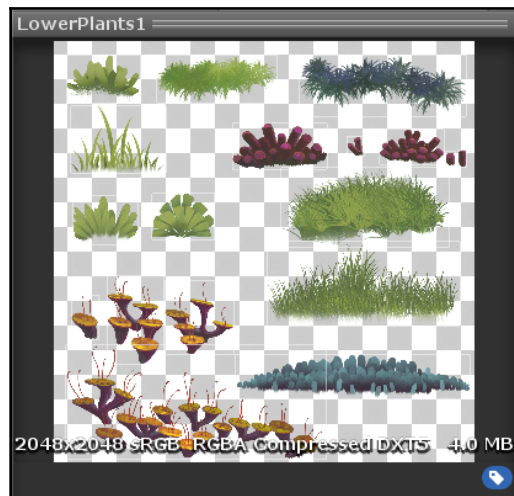
Neighbour Transfer: 0.03

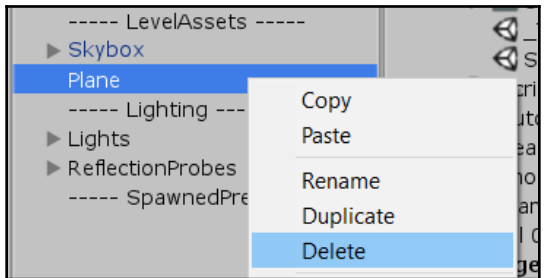
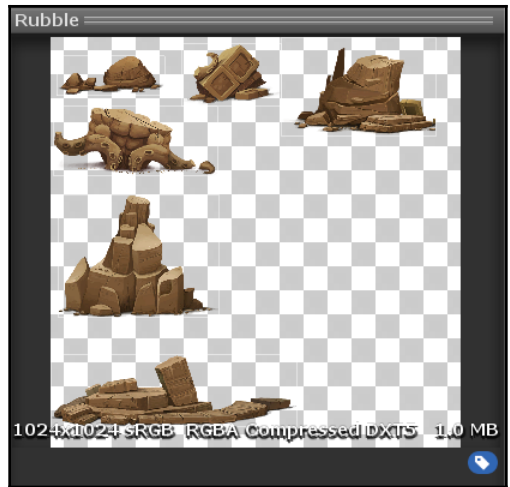
Sorting Layer: Default

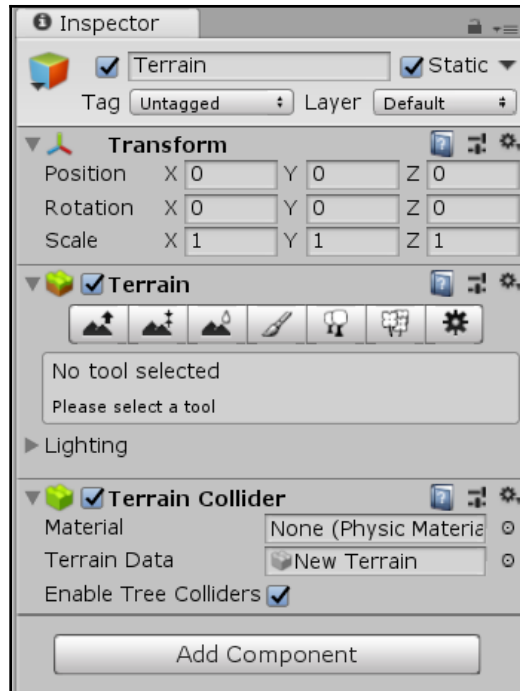
**Sorting Layer Order**: -20

Splash Player Prefab: SplashSoundPlayer (Random)











Terrain Settings

**Base Terrain**

Draw

Pixel Error

Base Map Dist.

Cast Shadows

Material

Reflection Probes

#0

Thickness

**Tree & Detail Objects**

Draw

Bake Light Probes For

Preserve Tree Protot

Detail Distance

Collect Detail Patches

Detail Density

Tree Distance

Billboard Start

Fade Length

Max Mesh Trees

**Wind Settings for Grass**

Speed

Size

Bending

Grass Tint

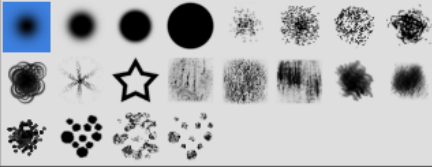
**Resolution**

Terrain Width	50
Terrain Length	50
Terrain Height	600
Heightmap Resolutio	513
Detail Resolution	1024
Detail Resolution Per	8
Control Texture Reso	512
Base Texture Resolu	1024



Paint Texture  
Select a texture below, then click to paint.

**Brushes**



**Textures**

No terrain textures defined.

[\\* Edit Textures...](#)

**Settings**

Brush Size

Opacity

Target Strength

Lighting

**Add Terrain Texture** ✕

Albedo (RGB)  
Smoothness (A)    Normal

None  
(Texture 2D)

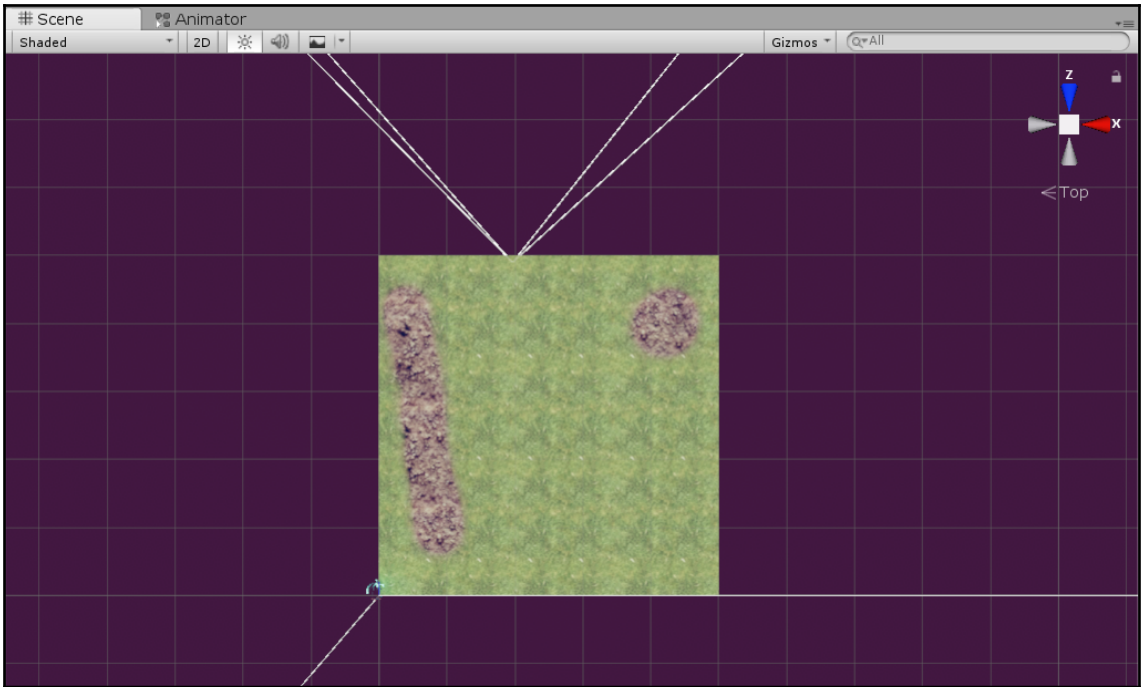
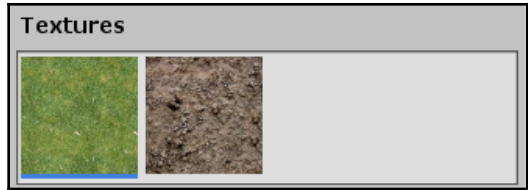
Select

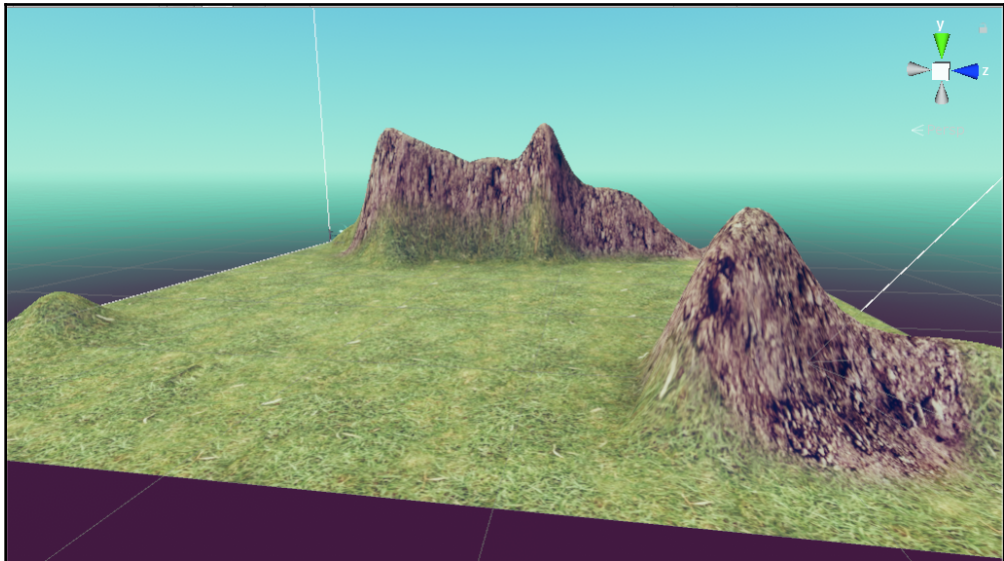
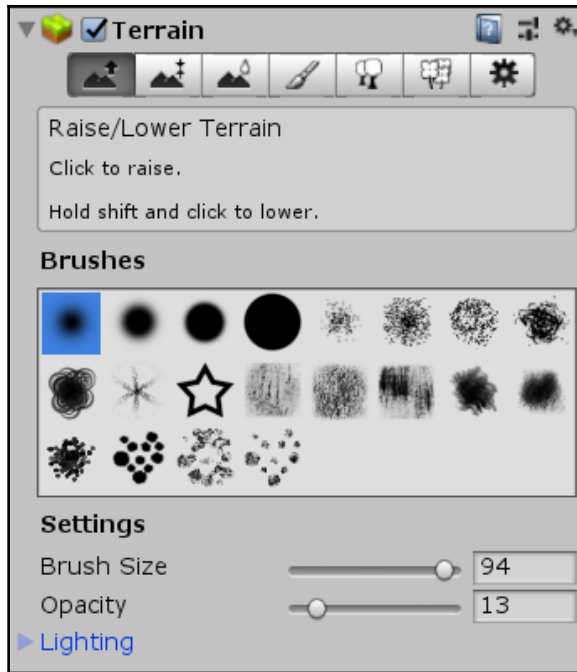
None  
(Texture 2D)

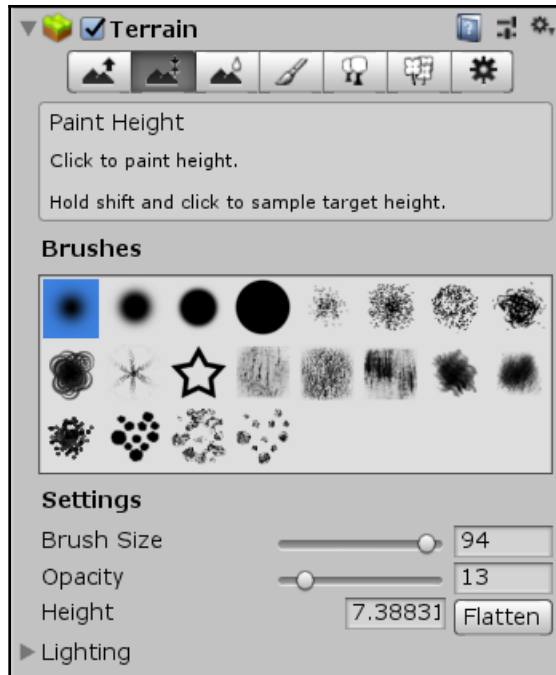
Select

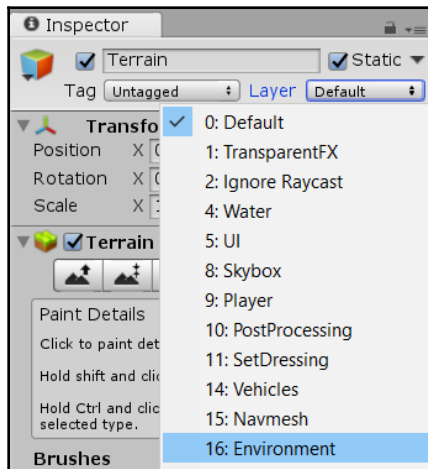
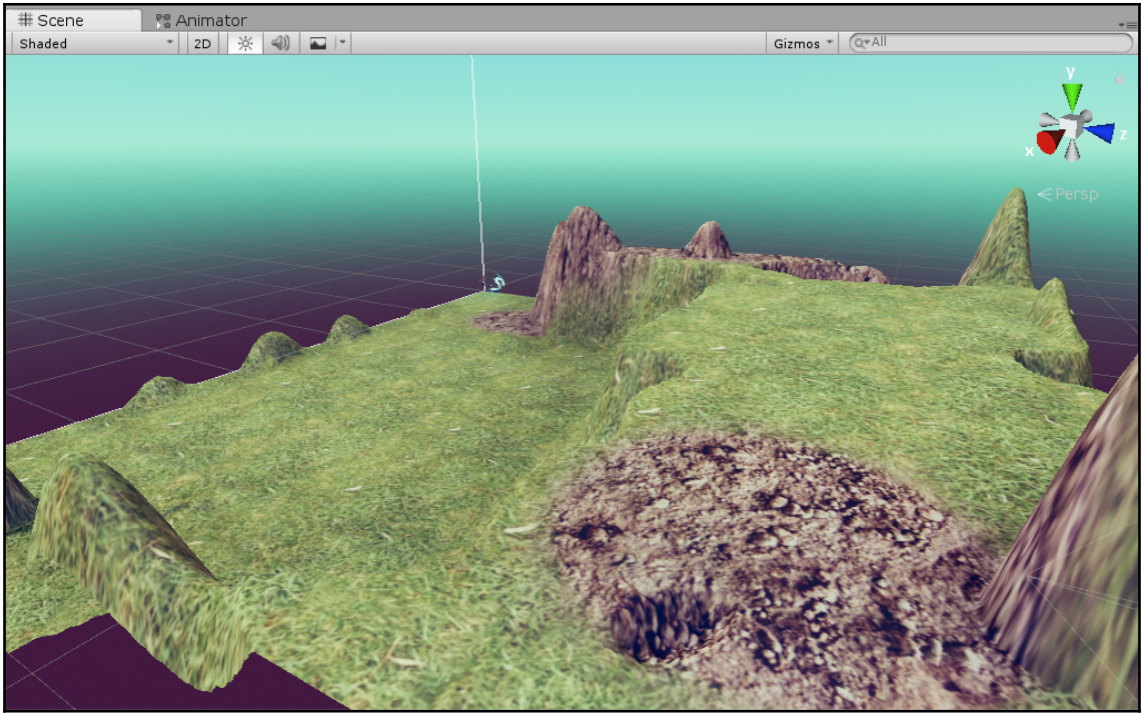
Assign a tiling texture

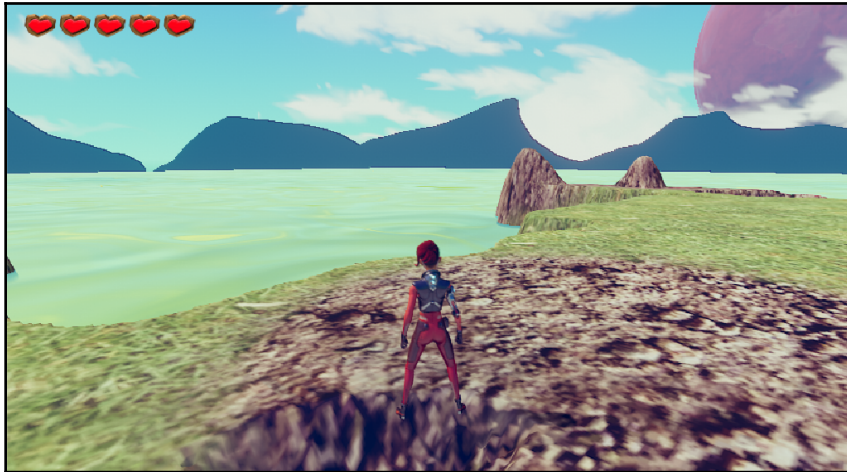
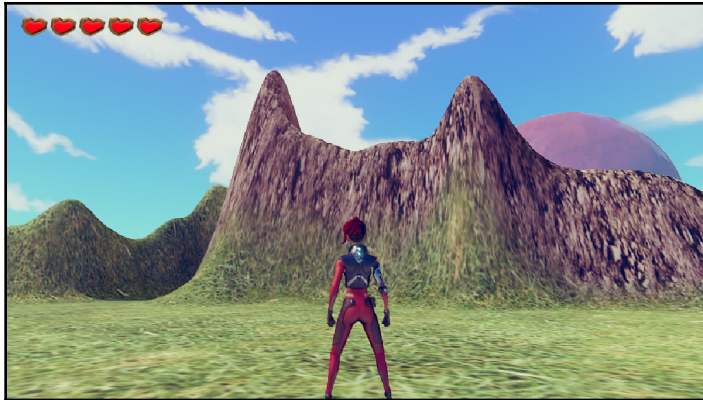
	Size	Offset
x	<input type="text" value="15"/>	<input type="text" value="0"/>
y	<input type="text" value="15"/>	<input type="text" value="0"/>

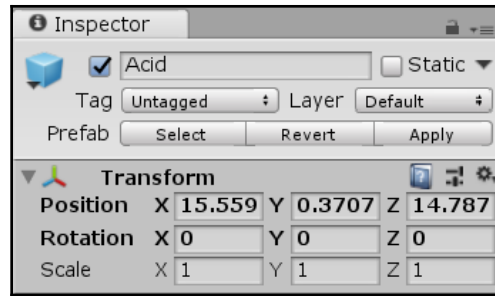






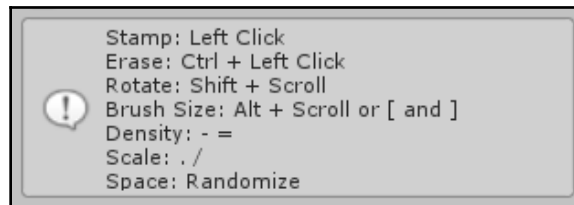
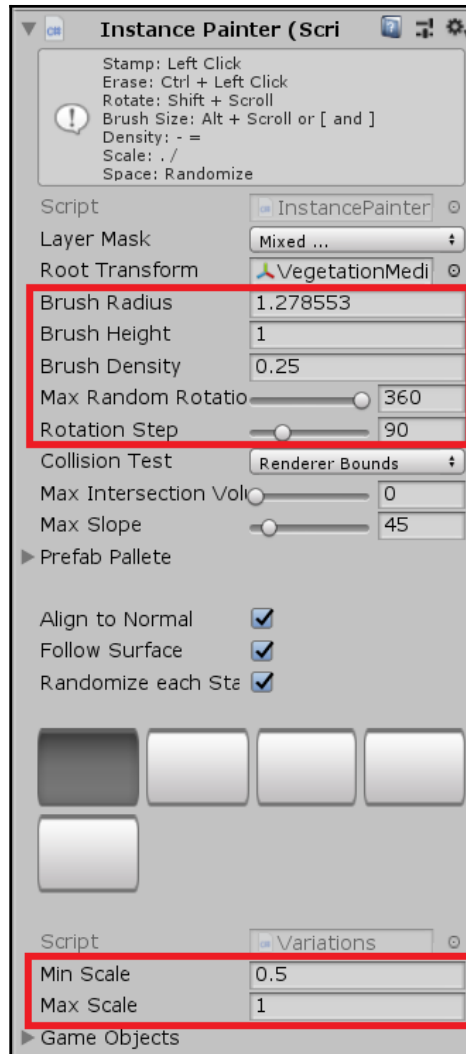


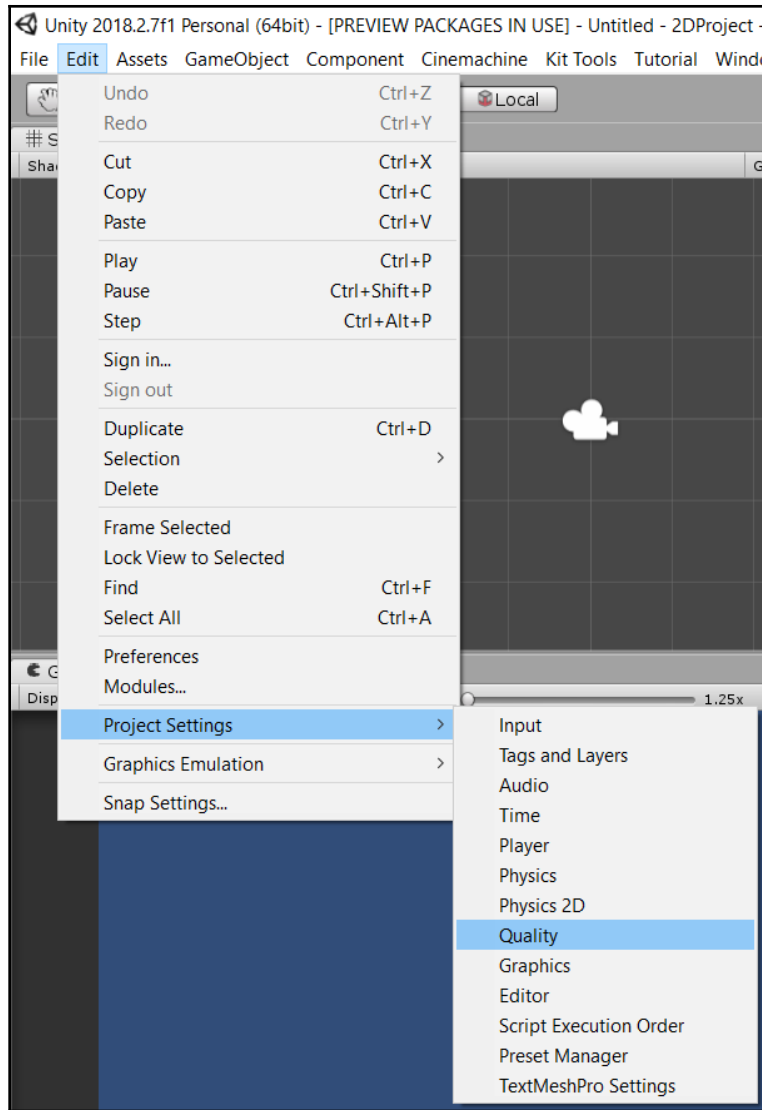




- ▼ VegetationPainter
  - GroundCover
  - VegetationSmall
  - VegetationMedium
  - VegetationLarge
- ▼ RocksPainter
  - RocksSmall











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Add Quality Level

**Levels** ↓

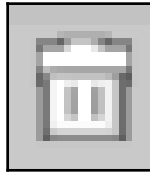
Simple	<input checked="" type="checkbox"/>	
Good	<input checked="" type="checkbox"/>	
Beautiful	<input checked="" type="checkbox"/>	
Fantastic	<input checked="" type="checkbox"/>	

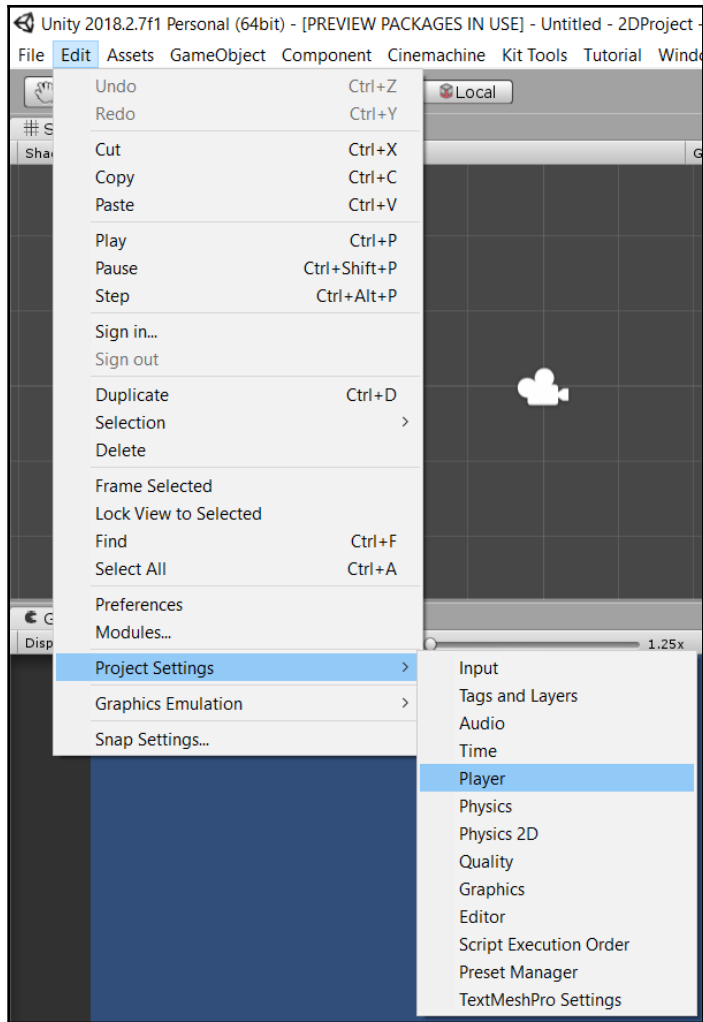
**Default** ▼

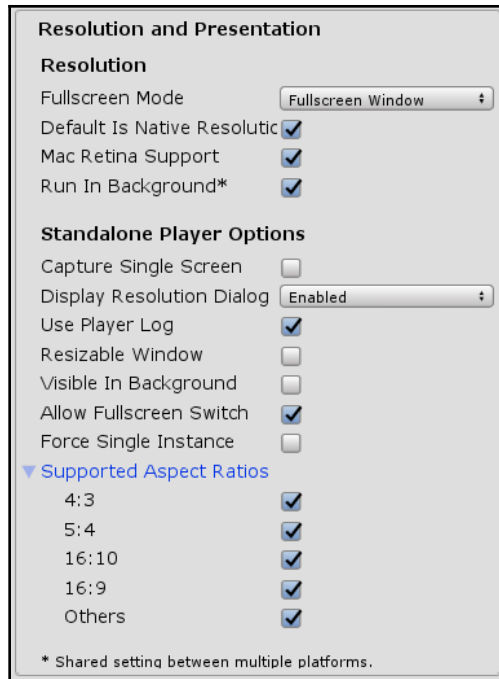
Add Quality

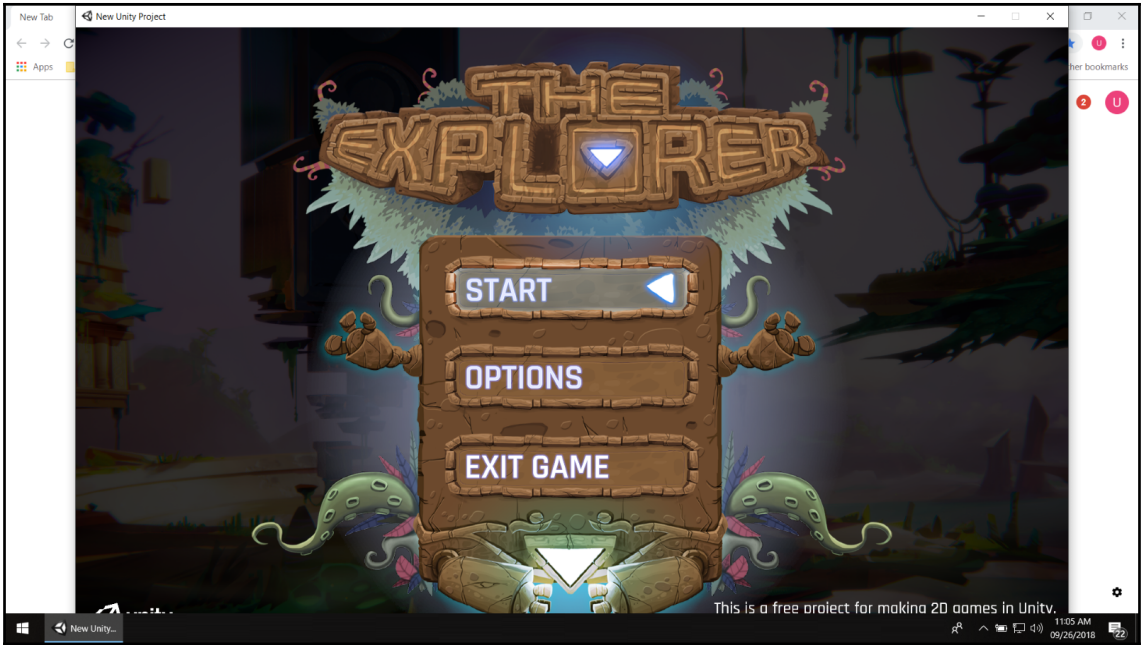
Beautiful

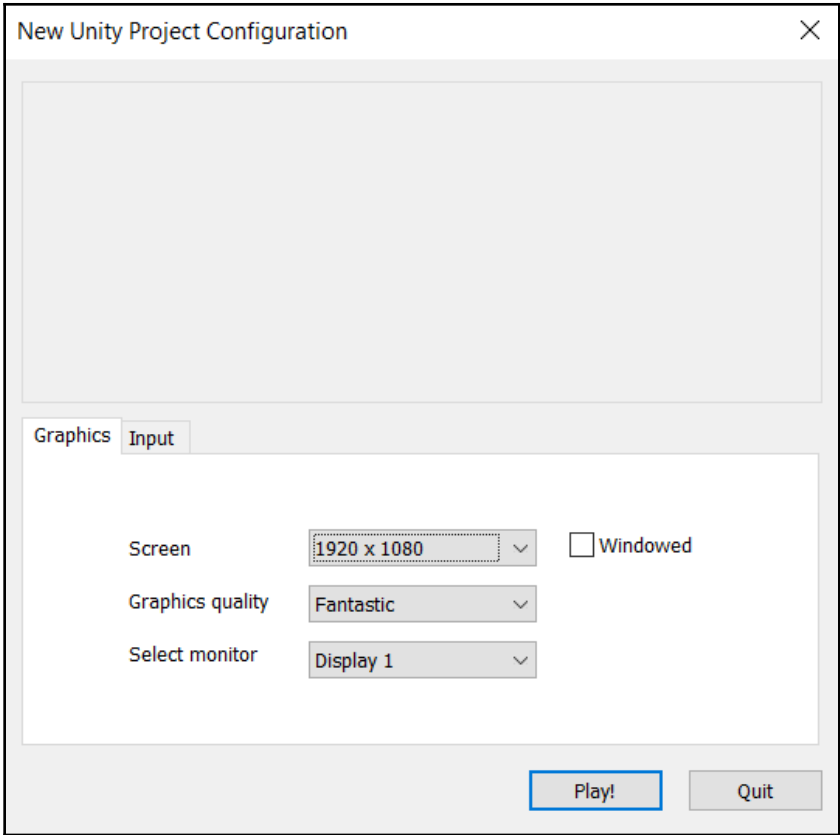
- Simple
- Good
- Beautiful
- Fantastic





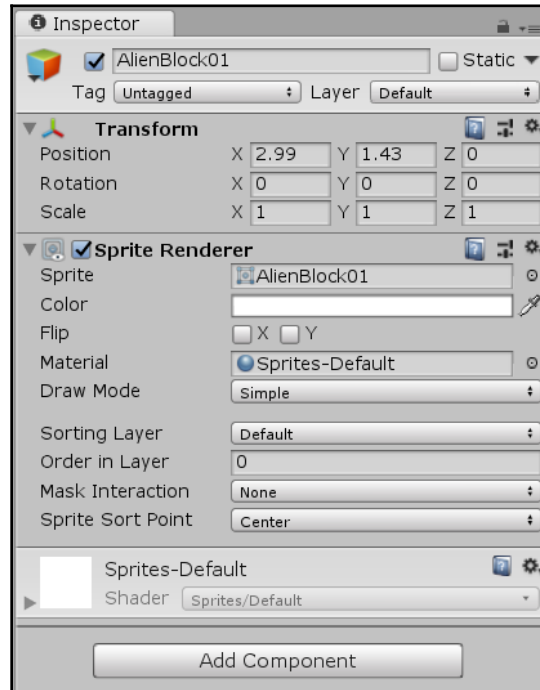









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## Chapter 5: Object Behaviors - Adding Logic to Objects







▼  Box Collider 2D   

 Edit Collider

Material  ○

Is Trigger

Used By Effector

Used By Composite

Auto Tiling

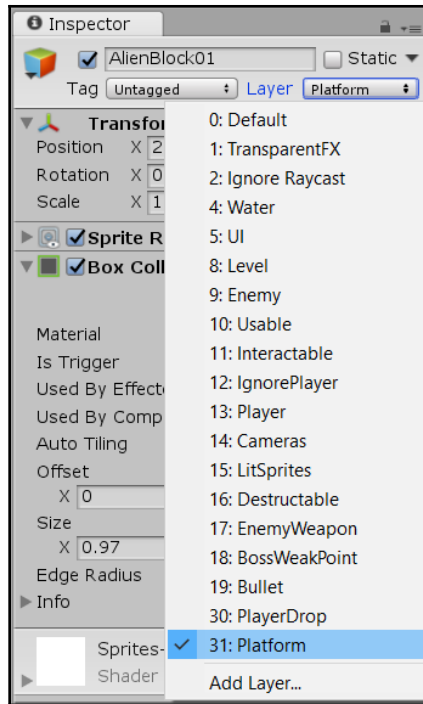
Offset X  Y

Size X  Y

Edge Radius

► Info







**Moving Platform (Script)**

Platform Catcher: None (Platform Catcher)

Preview position: 0

Start moving:  When becoming visit:

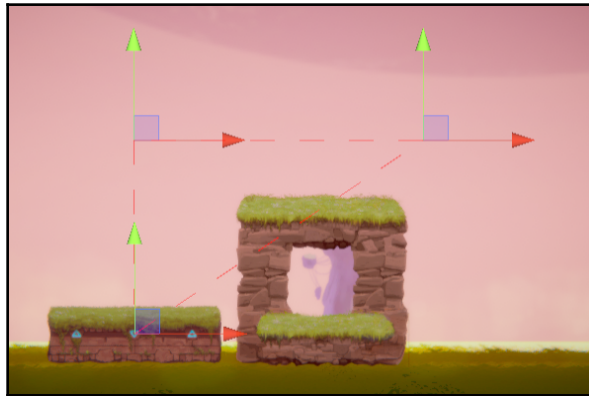
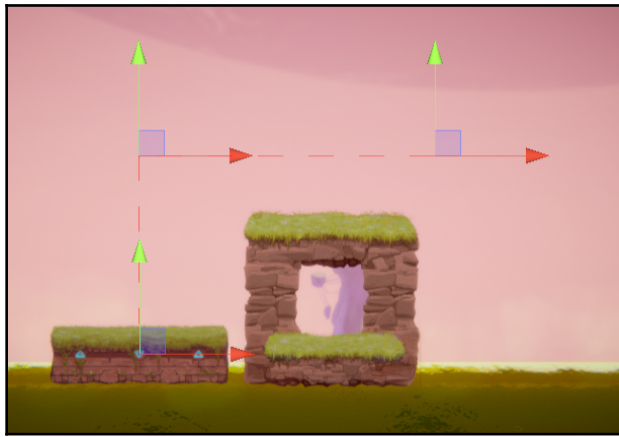
Looping: ONCE

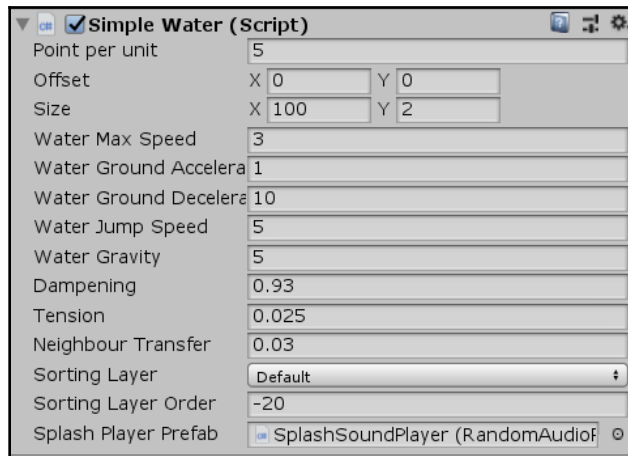
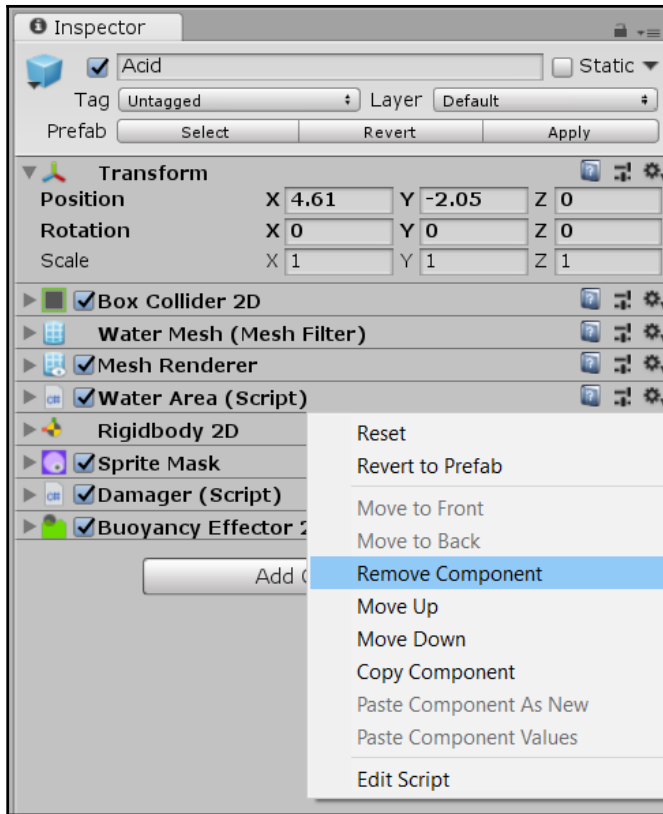
Speed: 2

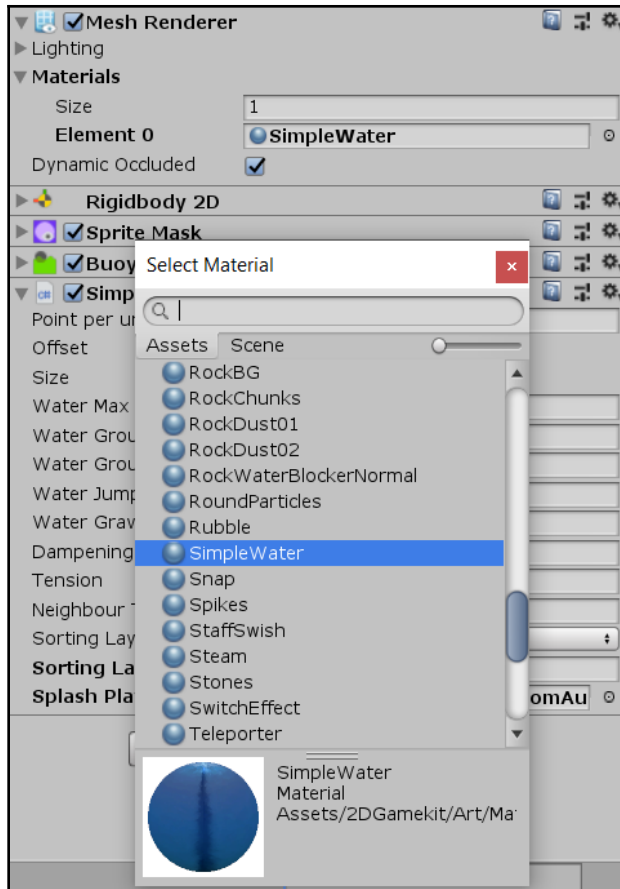
Add Node

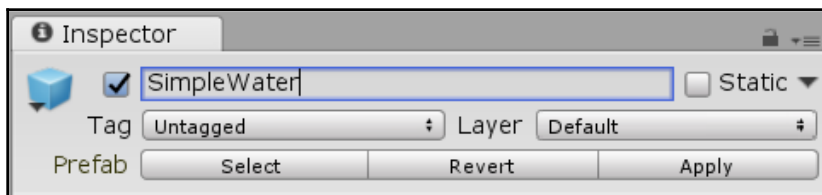
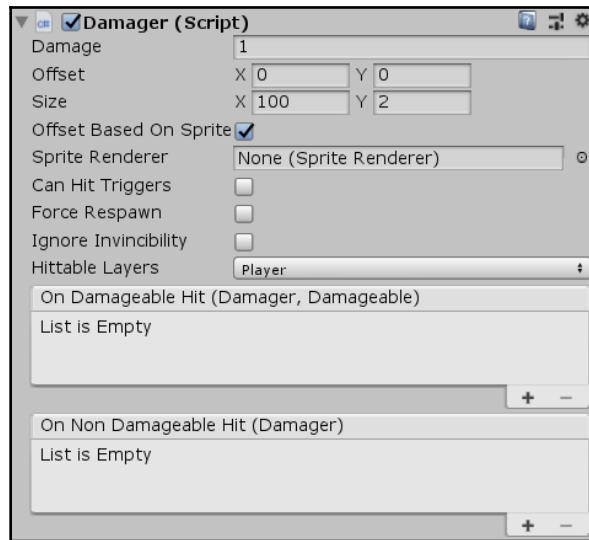
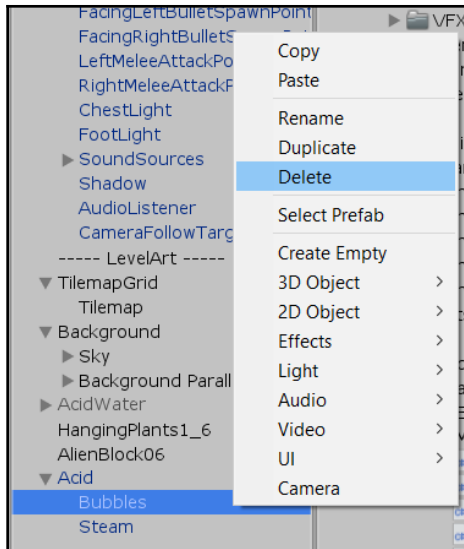
Node 0	Wait Time	0
Node 1	Position	X [-0.017746] Y [2] Z [0]
Delete	Wait Time	0
Node 2	Position	X [0.982253] Y [2] Z [0]
Delete	Wait Time	0



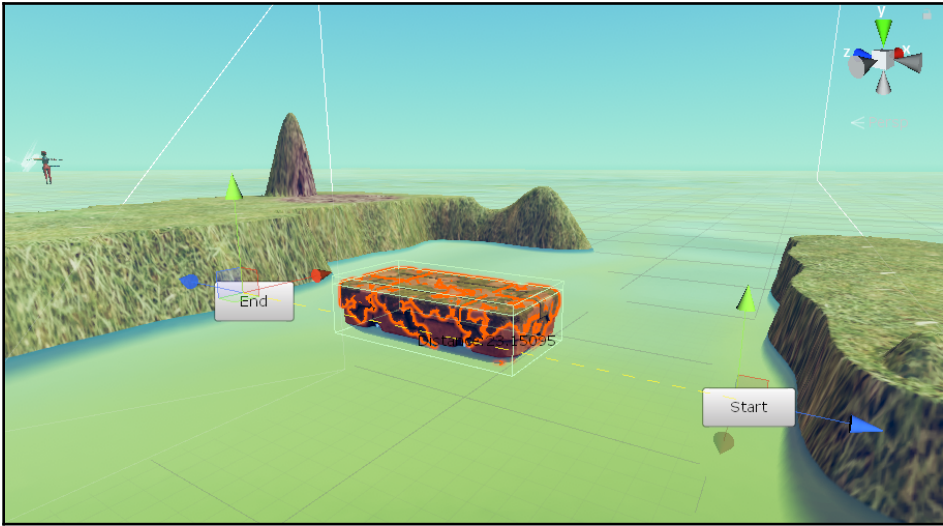












**Simple Translator (Script)**

Script: SimpleTranslator

Interaction Type: Activate

Is One Shot:

Cool Down: 0

Start Delay: 0

Loop Type: Once

Duration: 5

Accel Curve:

Activate:

On Start Command: None (Send Game Command)

On Stop Command: None (Send Game Command)

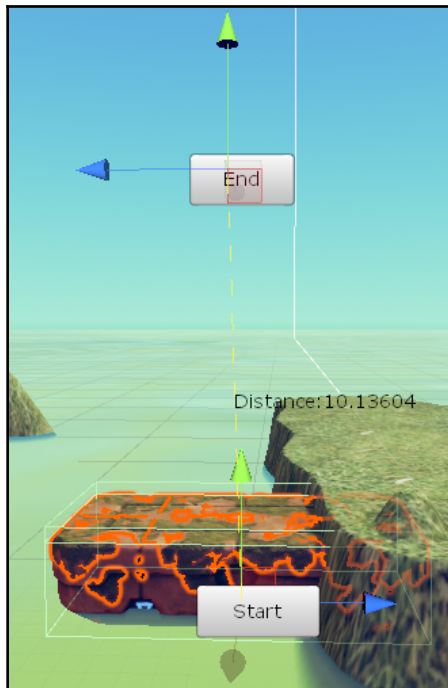
On Start Audio: None (Audio Source)

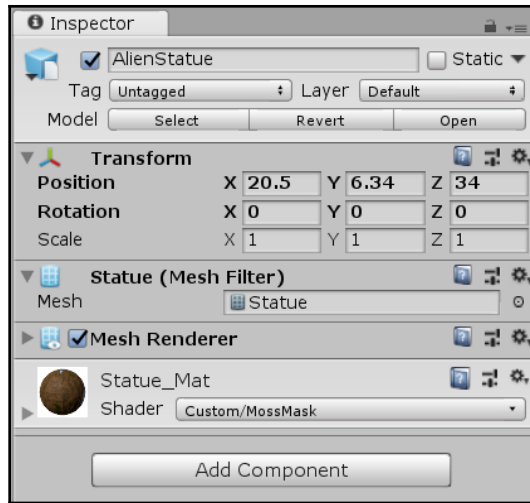
On End Audio: None (Audio Source)

Preview Position: 0

Rigidbody: MovingPlatformRigidbody (R)

<b>Start</b>	X	0	Y	0	Z	-12.186
<b>End</b>	X	0	Y	0	Z	10.964







Box Collider

Box Collider

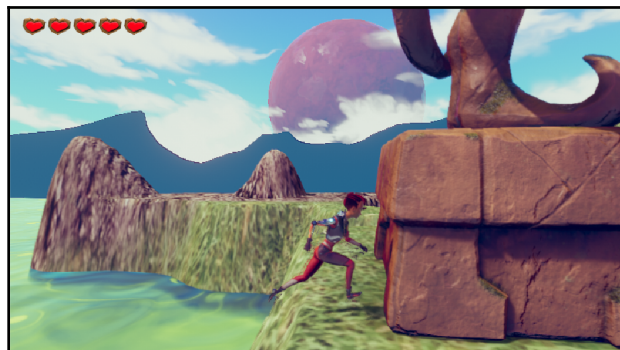
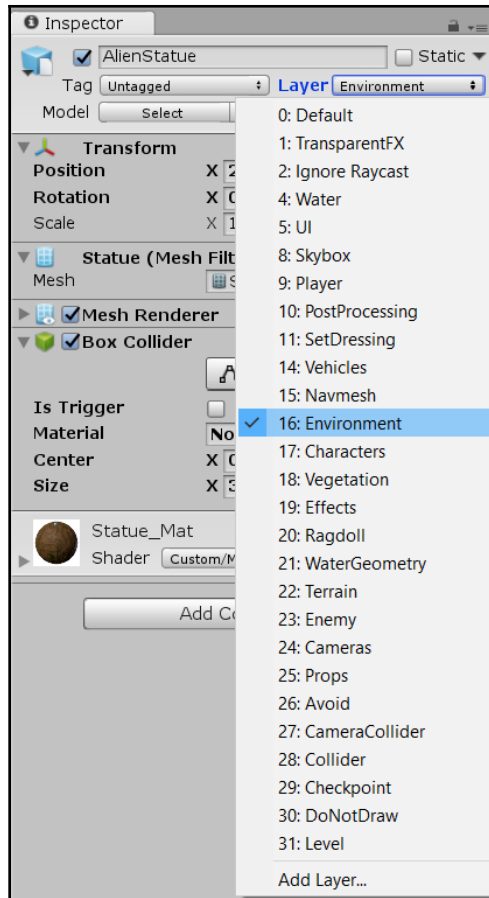
Edit Collider

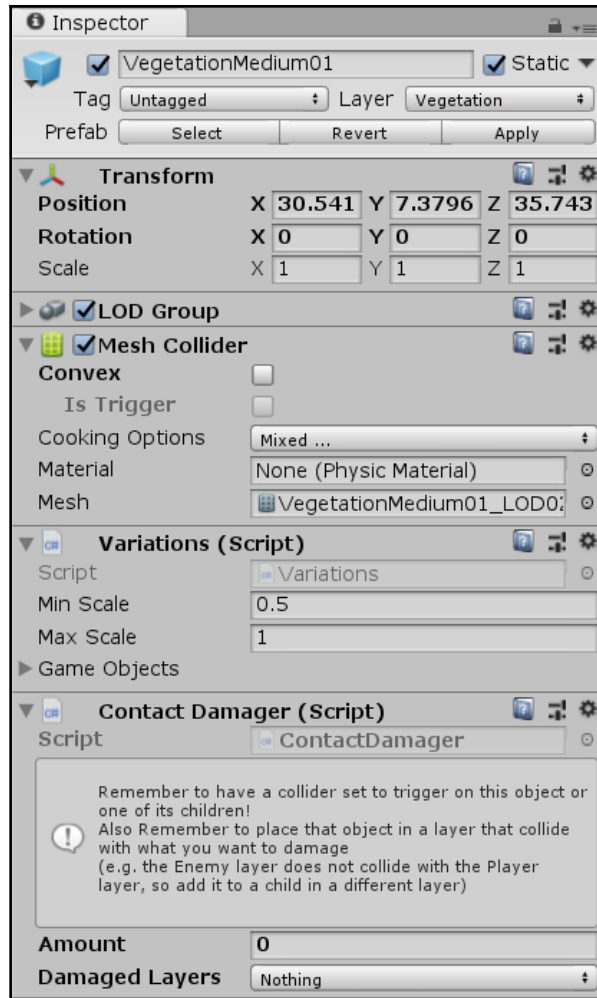
Is Trigger

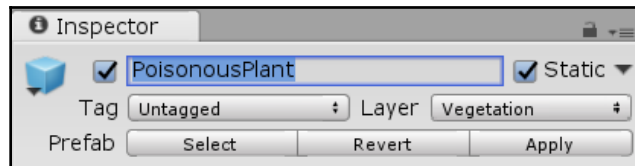
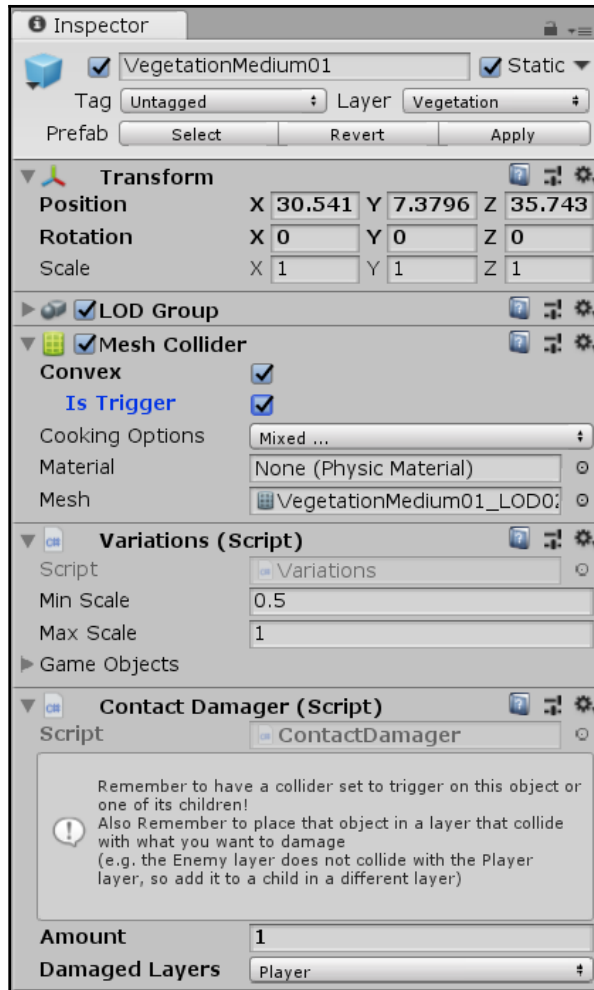
Material

Center	X	0	Y	5.3423	Z	0.4572
Size	X	3.32	Y	12.199	Z	3.5957





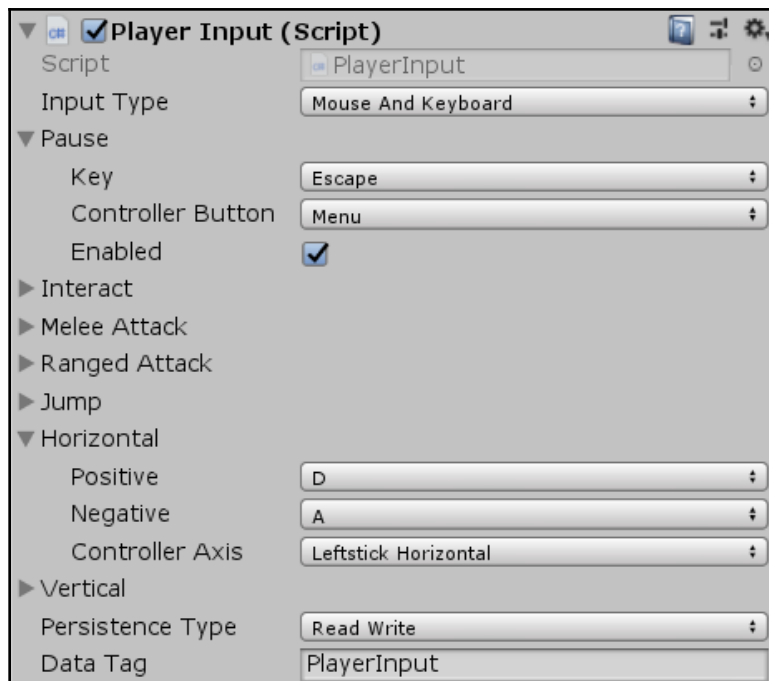
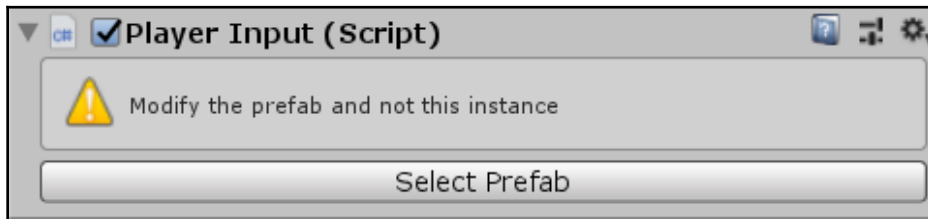
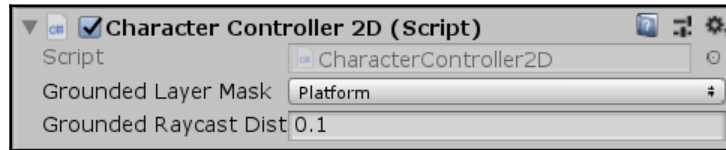


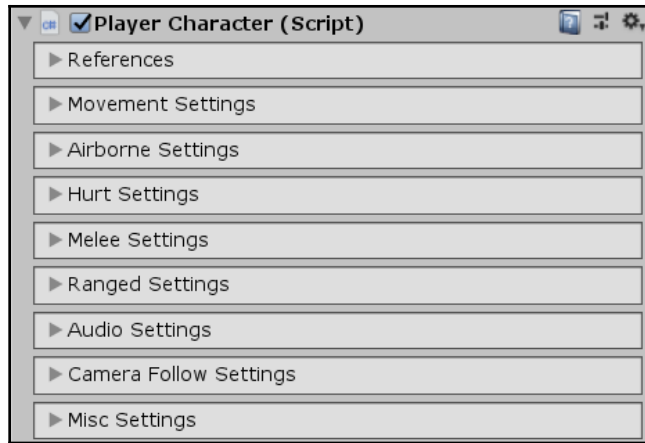




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## Chapter 6: Player Character - Components and Behaviors





**Damageable (Script)**

Script: Damageable

Starting Health: 5

Invulnerable After Damage:

Invulnerability Duration: 3

Disable On Death:

Centre Offset: X 0 Y 1

On Health Set (Damageable)

Editor And Runtime: No Function

None (Object)

Runtime Only: No Function

None (Object)

On Take Damage (Damager, Damageable)

Editor And Runtime: PlayerCharacter.OnHurt

Ellen (PlayerCharacter)

On Die (Damager, Damageable)

Editor And Runtime: PlayerCharacter.OnDie

Ellen (PlayerCharacter)

On Gain Health (Int32, Damageable)

List is Empty

Persistence Type: Read Write

Data Tag: PlayerHealth

**✓ Damager (Script)**

Damage: 1

Offset: X 1.5 Y 0.7728567

Size: X 2.5 Y 1.454287

Offset Based On Sprite Facing:

Sprite Renderer: Ellen (Sprite Renderer)

Can Hit Triggers:

Force Respawn:

Ignore Invincibility:

Hittable Layers: Mixed ...

On Damageable Hit (Damager, Damageable)  
List is Empty

On Non Damageable Hit (Damager)  
List is Empty

**✓ Bullet Pool (Script)**

Script: BulletPool

Prefab: Bullet

Initial Pool Count: 10

**✓ Bullet Pool (Script)**

Script: BulletPool

Prefab: Bullet

Initial Pool Count: 10

**Inventory Controller (Script)**

Script: InventoryController

**Inventory Events**

Size: 5

**Name**

**Key2**

Key: Key2

On Add ()

Runtime Only: PlayerCharacter.KeyInventoryEvent

Ellen (PlayerCharacter)

On Remove ()

List is Empty

▶ Key3

▶ Staff

▶ Gun

**Data Settings**

Data Tag: inventory

Persistence Type: Read Write

**Character Controller**

Slope Limit: 45

Step Offset: 0.3

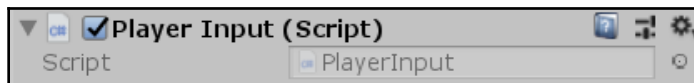
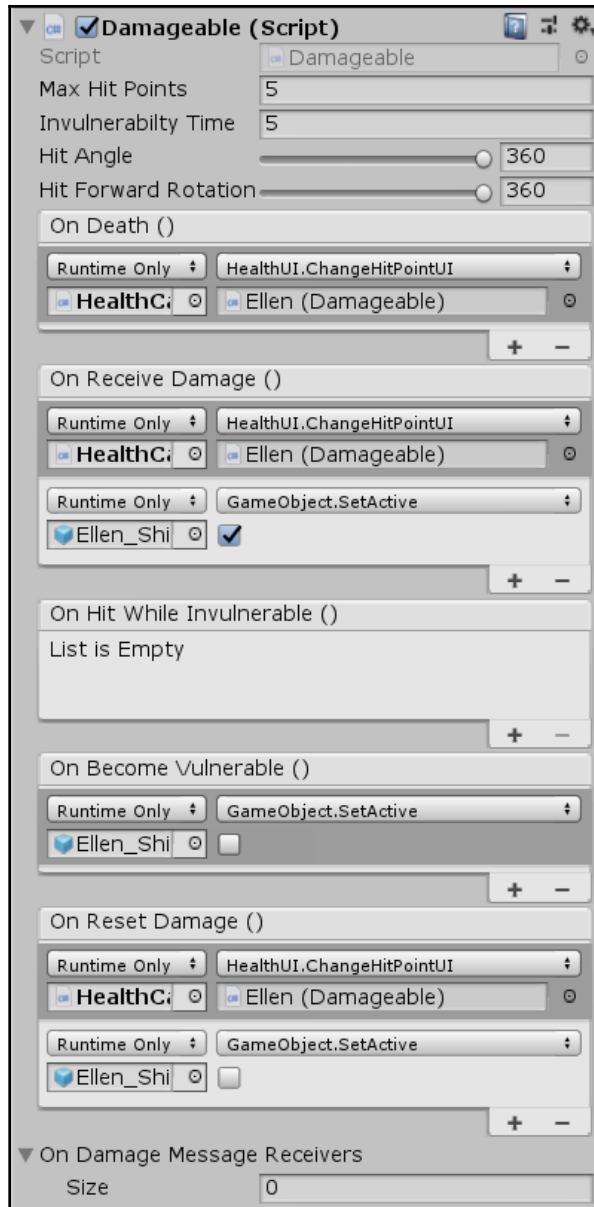
Skin Width: 0.001

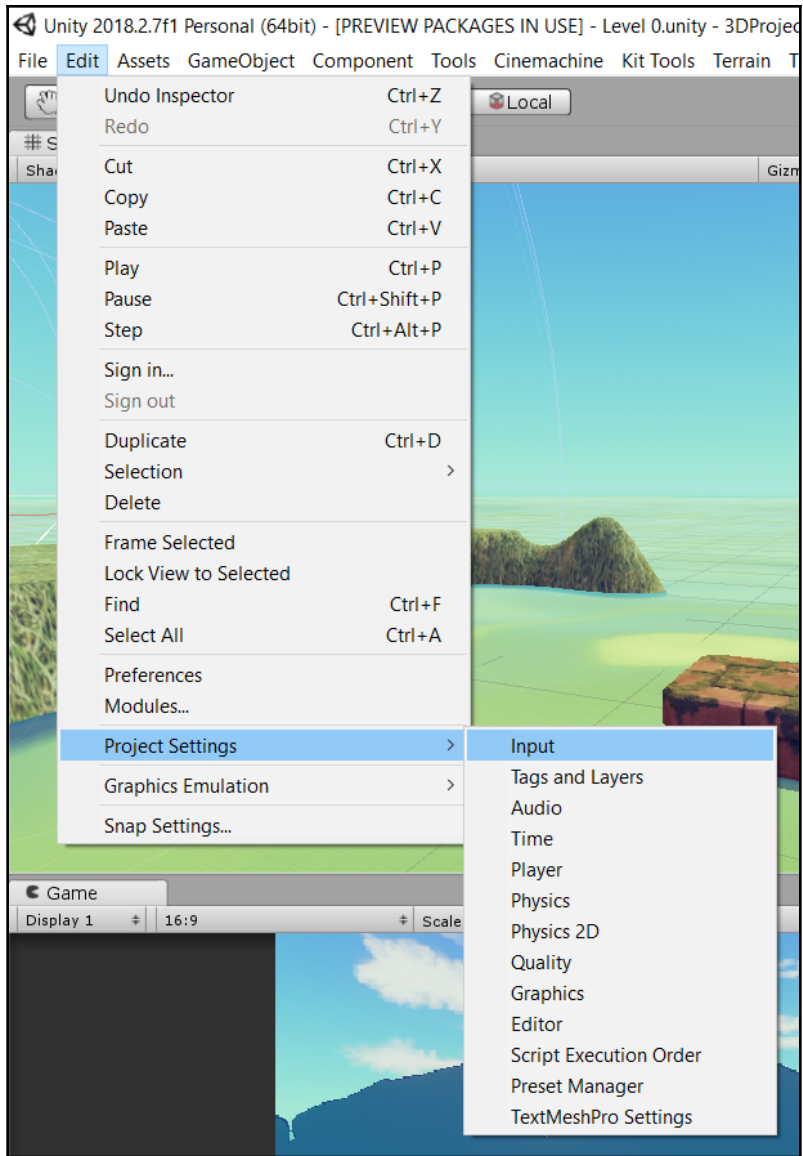
Min Move Distance: 0.01

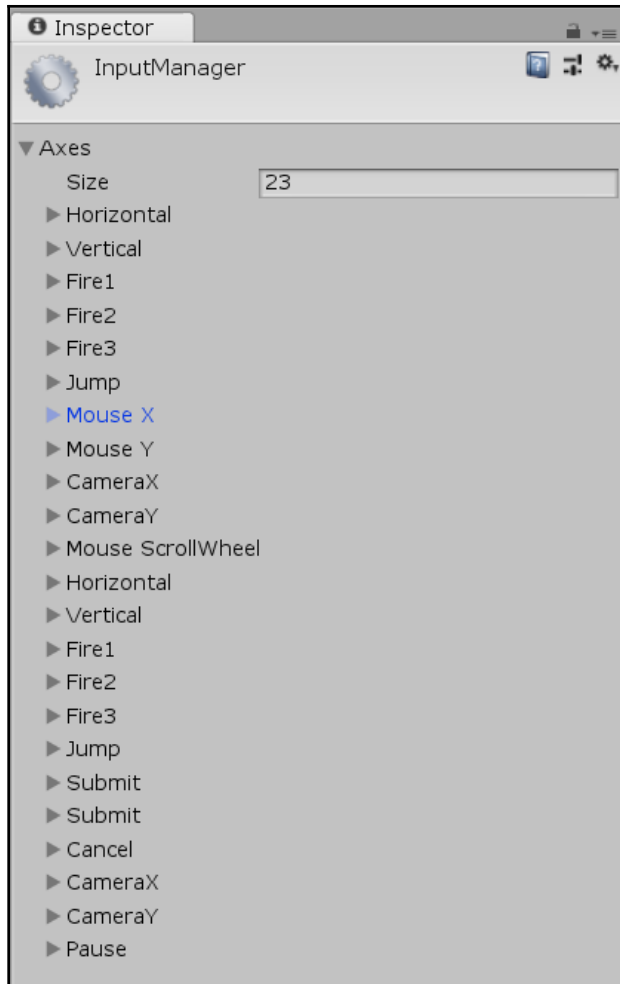
Center: X 0 Y 0.901 Z 0

Radius: 0.4

Height: 1.8







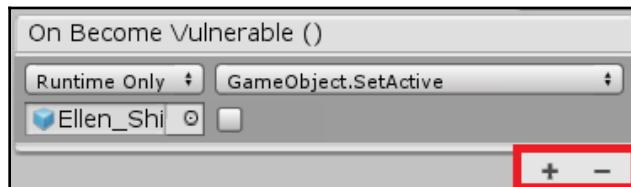
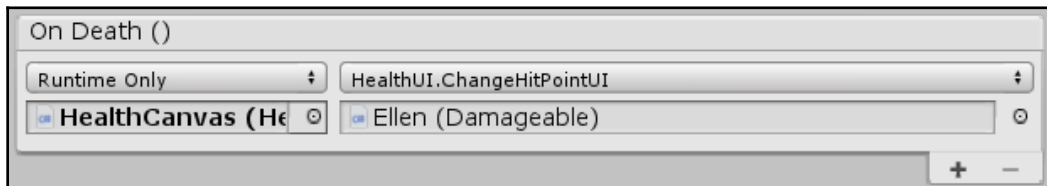
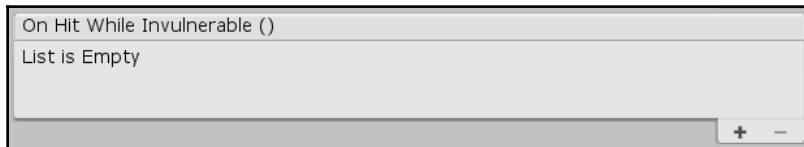
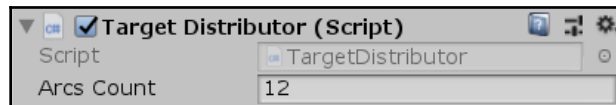
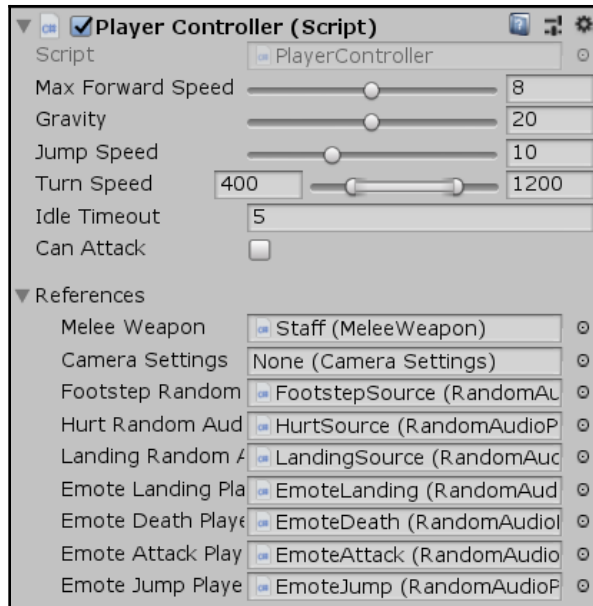


▼ Horizontal

Name	Horizontal
Descriptive Narr	
Descriptive Neg	
Negative Buttor	left
Positive Button	right
Alt Negative Bu	a
Alt Positive But	d
Gravity	1000
Dead	0.001
Sensitivity	1000
Snap	<input checked="" type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Key or Mouse Button
Axis	X axis
Joy Num	Get Motion from all Joysticks

▼ Mouse X

Name	Mouse X
Descriptive Narr	
Descriptive Neg	
Negative Buttor	
Positive Button	
Alt Negative Bu	
Alt Positive But	
Gravity	0
Dead	0
Sensitivity	0.1
Snap	<input type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Mouse Movement
Axis	X axis
Joy Num	Get Motion from all Joysticks



Inspector

Audio Source

AudioClip: None (Audio Clip)

Output: None (Audio Mixer Group)

Mute:

Bypass Effects:

Bypass Listener Effects:

Bypass Reverb Zones:

Play On Awake:

Loop:

Priority: High [Slider] Low 128

Volume: [Slider] 1

Pitch: [Slider] 1

Stereo Pan: Left [Slider] Right 0

Spatial Blend: 2D [Slider] 3D 0

Reverb Zone Mix: [Slider] 1

3D Sound Settings

Doppler Level: [Slider] 1

Spread: [Slider] 0

Volume Rolloff: Logarithmic Rolloff

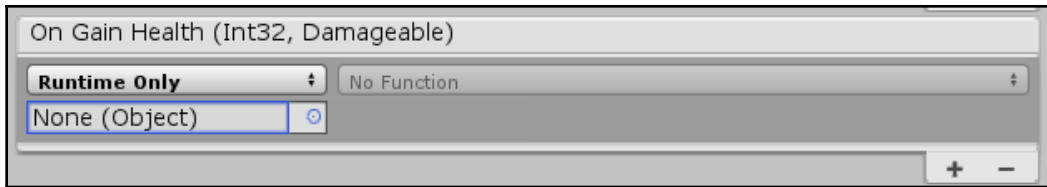
Min Distance: 1

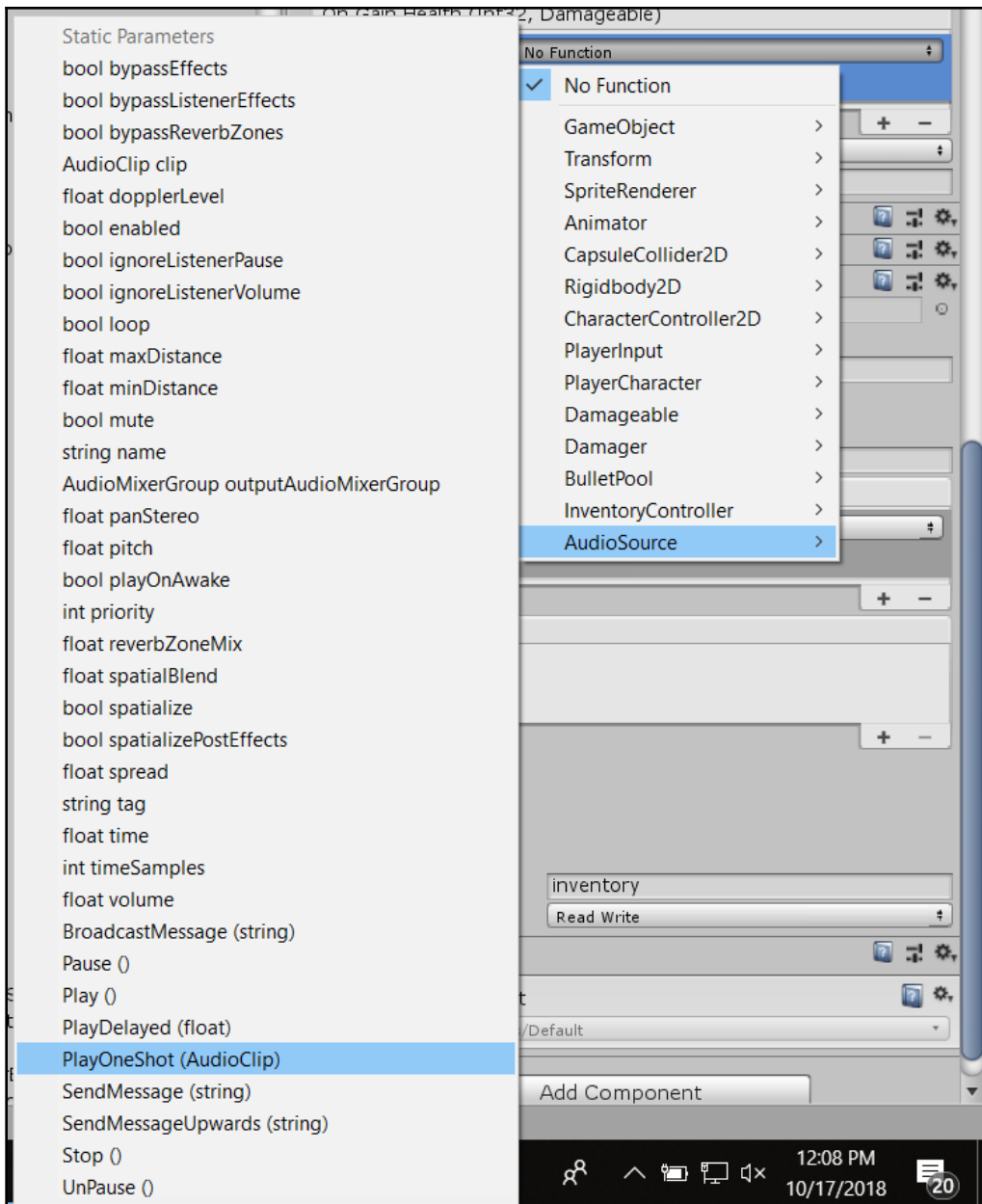
Max Distance: 500

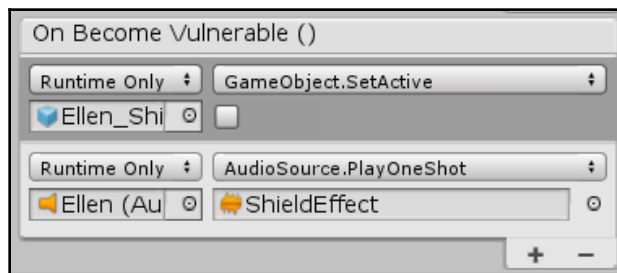
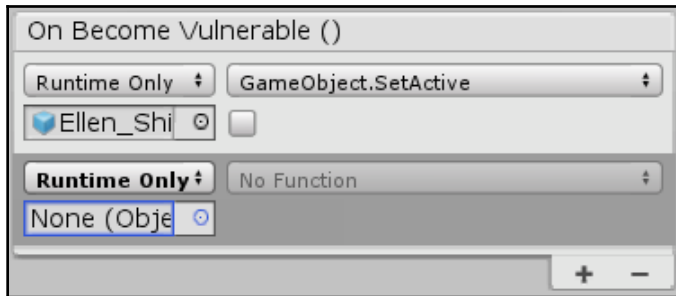
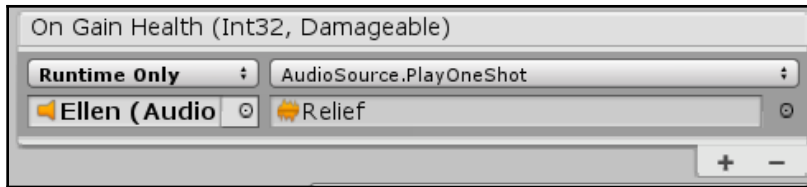
Listener

Distance	Volume	Spatial	Spread	Reverb
0	1.0	1.0	0.0	1.0
10	0.5	0.5	0.0	1.0
20	0.25	0.25	0.0	1.0
30	0.15	0.15	0.0	1.0
40	0.1	0.1	0.0	1.0
50	0.05	0.05	0.0	1.0
100	0.0	0.0	0.0	1.0
200	0.0	0.0	0.0	1.0
300	0.0	0.0	0.0	1.0
400	0.0	0.0	0.0	1.0
500	0.0	0.0	0.0	1.0

Spatialize:



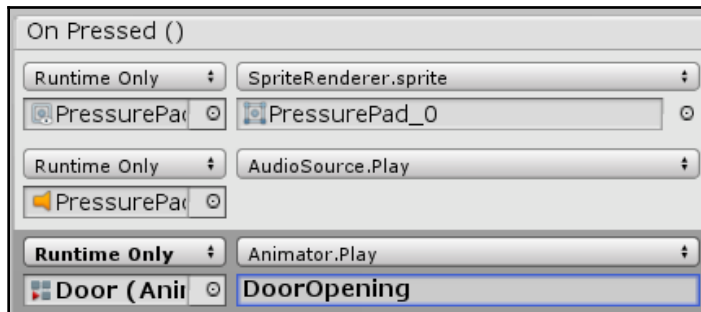
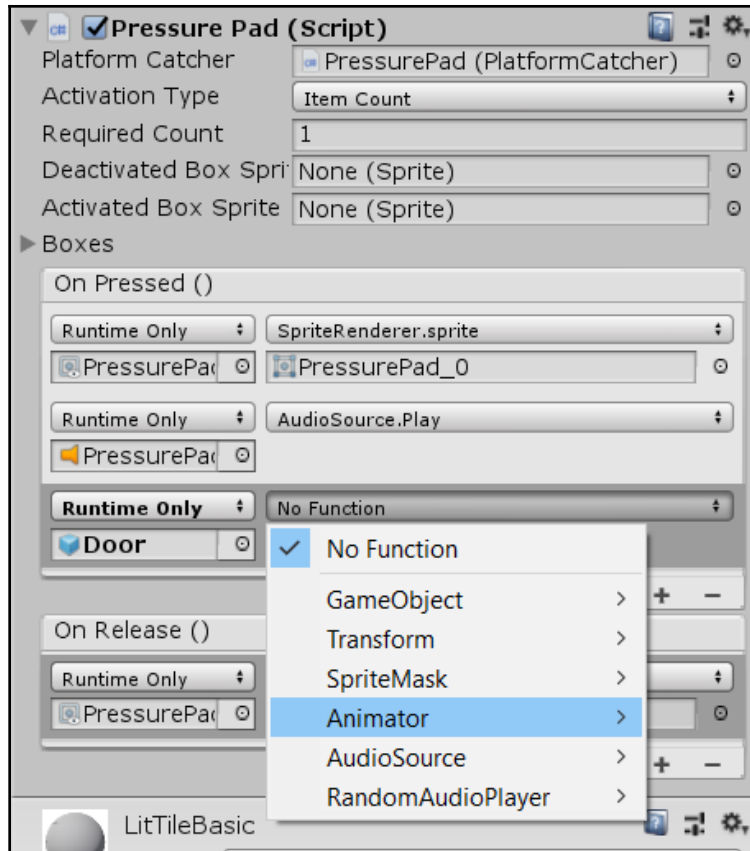




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## Chapter 7: Interactable Objects - Enhancing Interaction



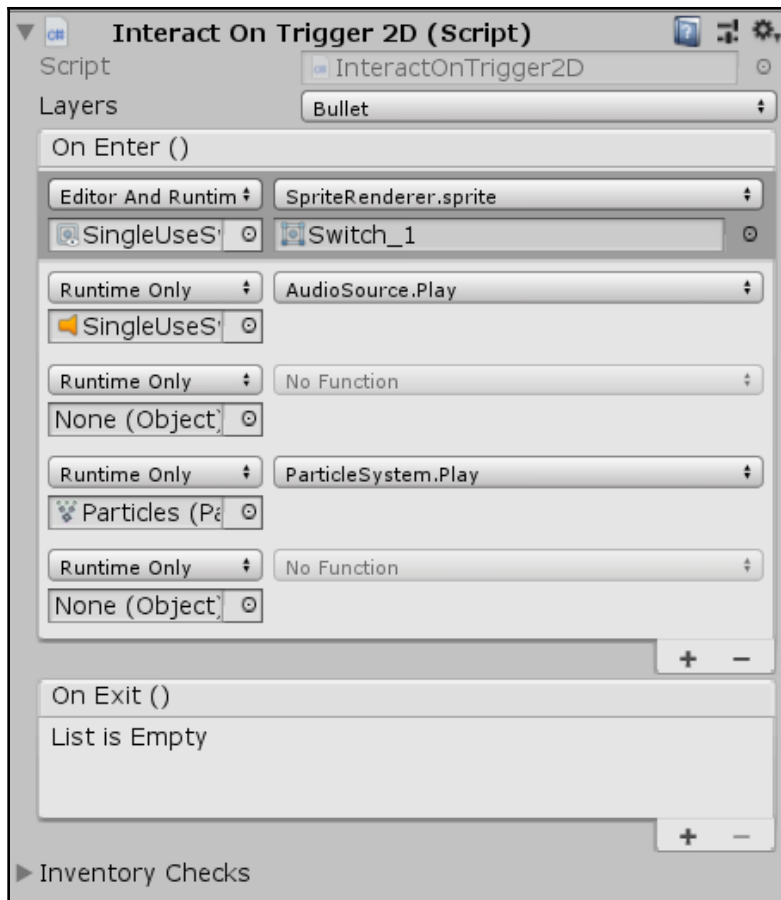


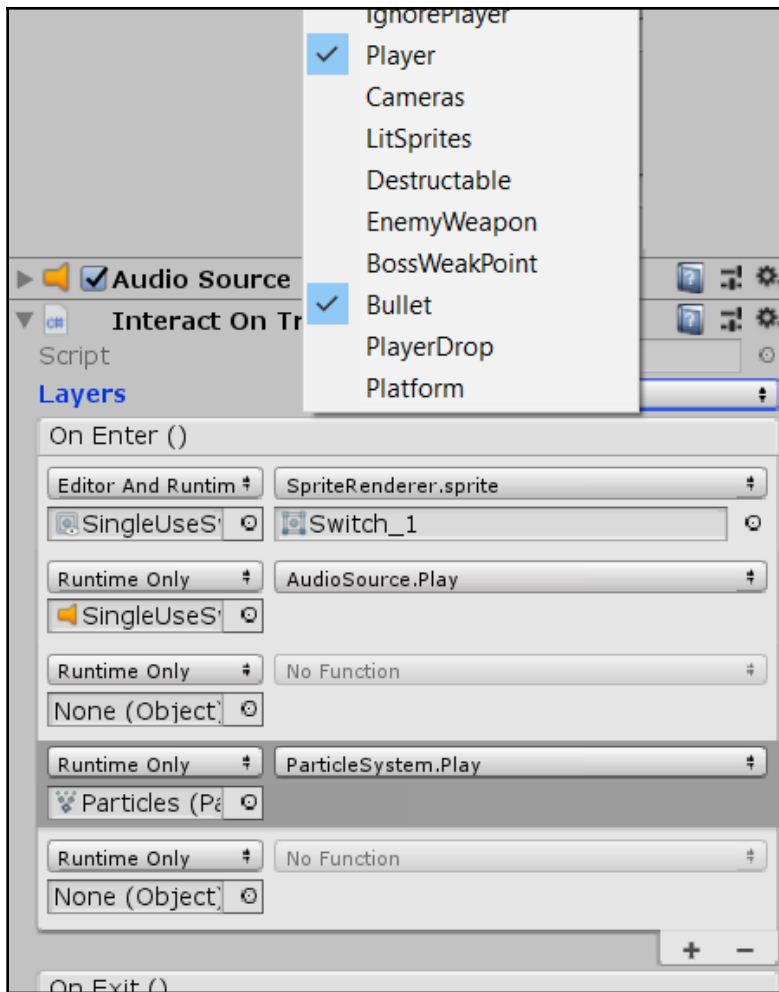


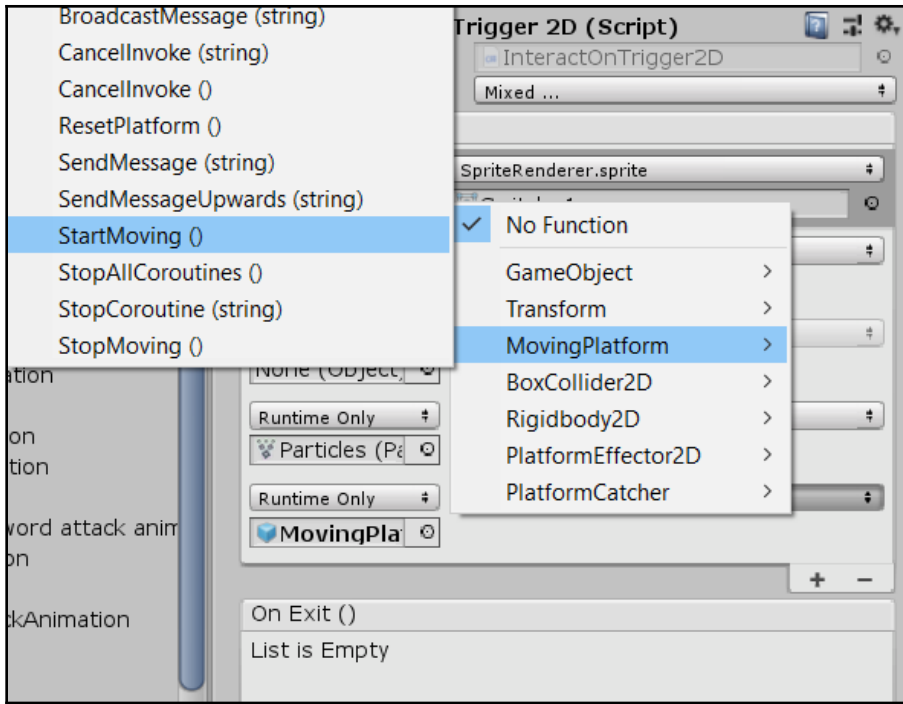


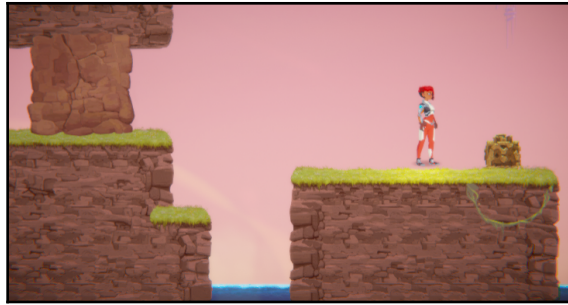
On Release ()	
Runtime Only ▾	SpriteRenderer.sprite ▾
PressurePa ◉	PressurePad_1 ◉
<b>Runtime Only</b> ▾	Animator.Play ▾
Door (Ani ◉	DoorClosing











**Damageable (Script)**

Script:

Starting Health:

Invulnerable After Da:

Invulnerability Duratic:

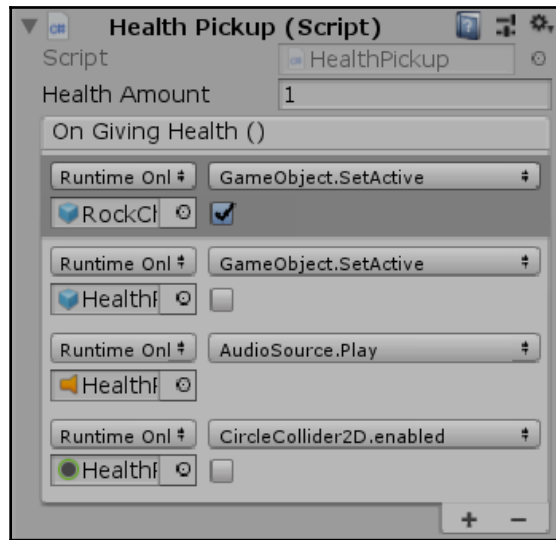
Disable On Death:

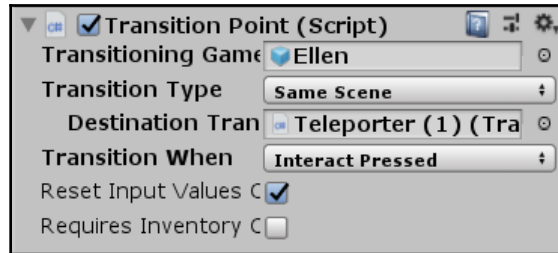
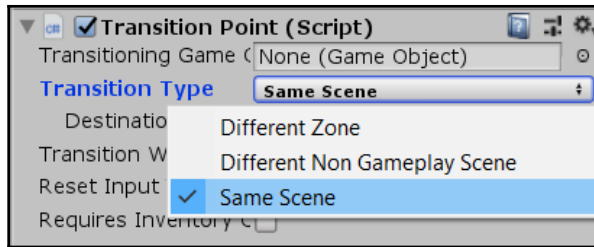
Centre Offset: X  Y

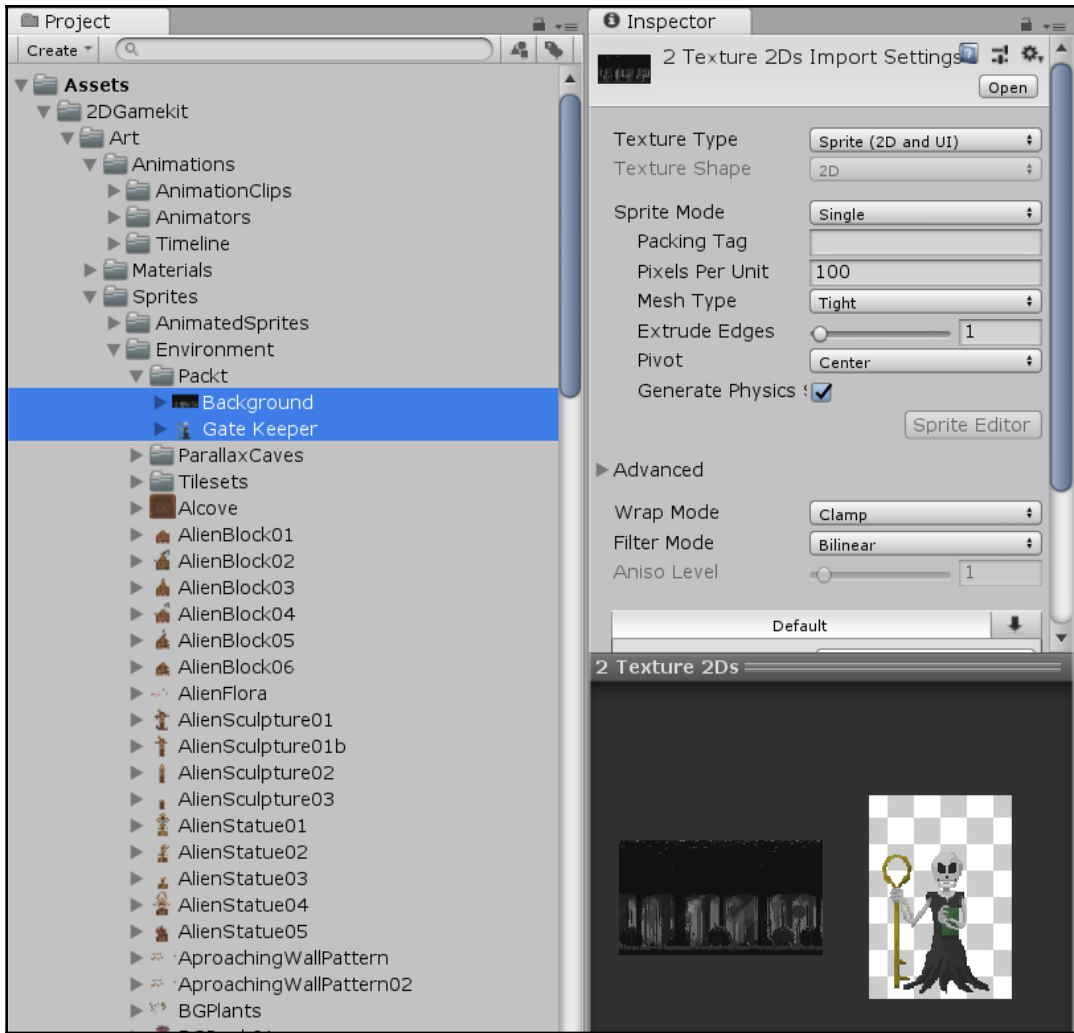
On Health Set (Damageable)

List is Empty



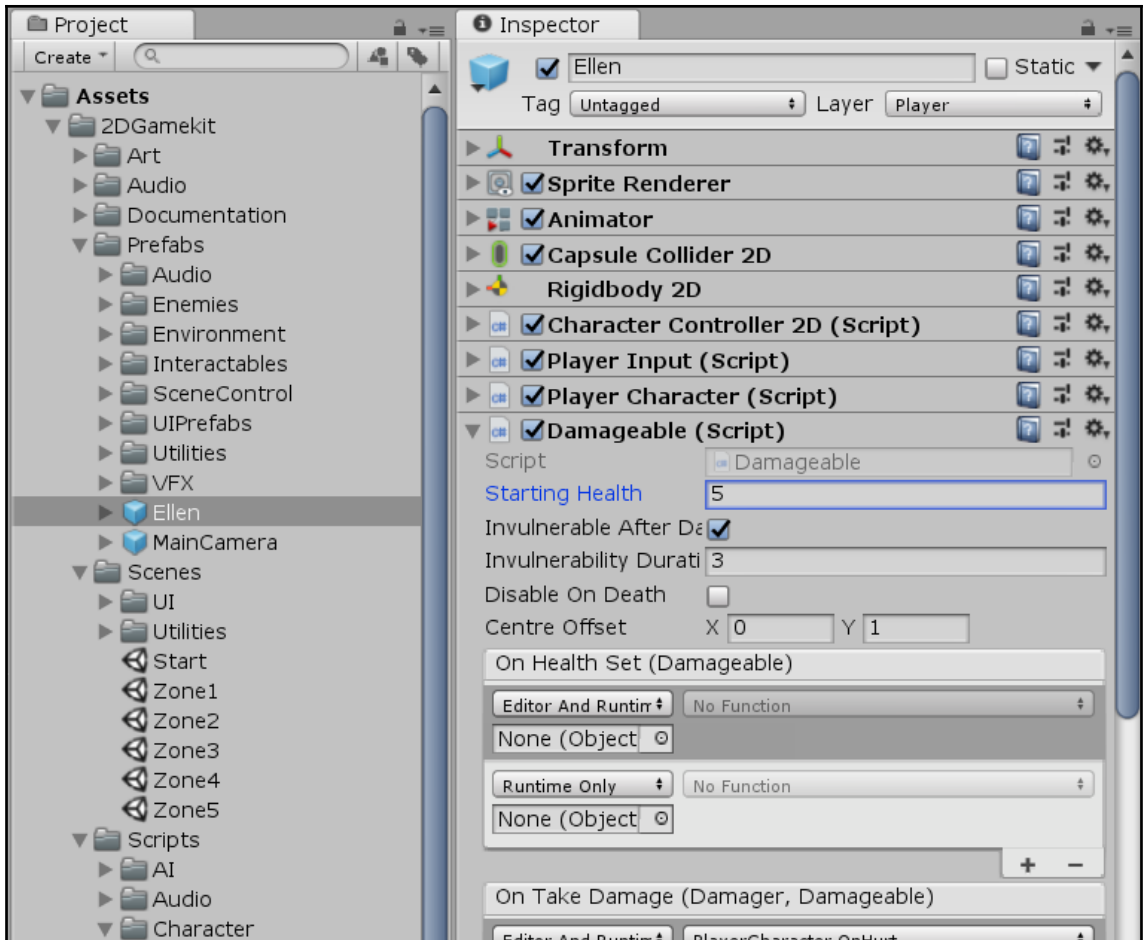


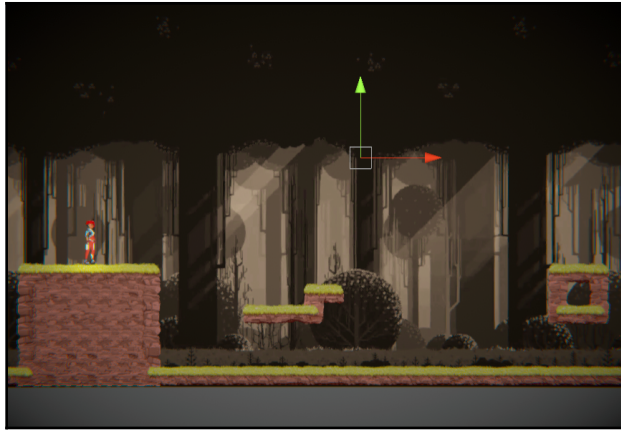


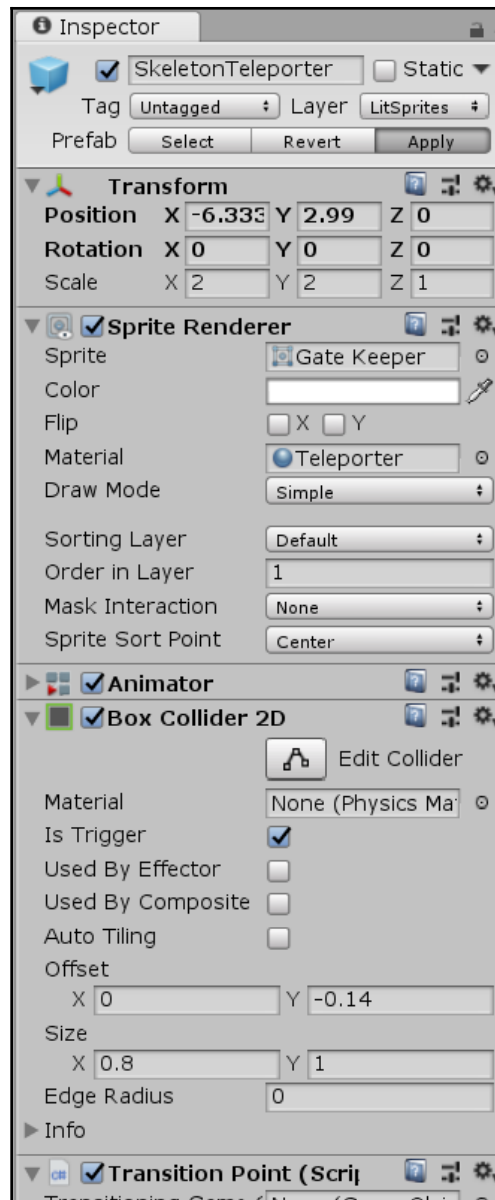


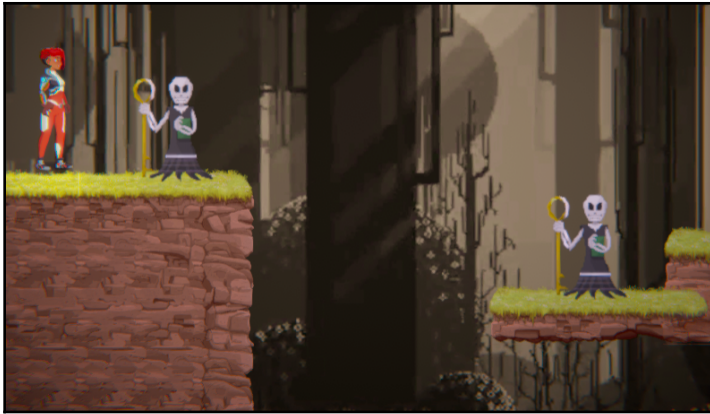


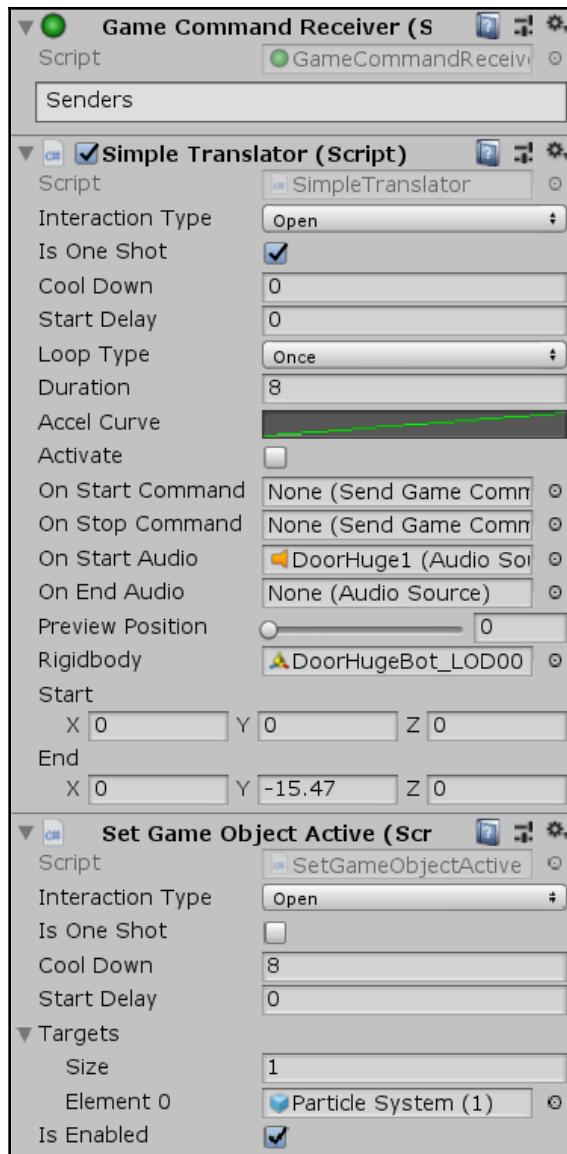
- 
- ▼ Background
    - ▼ Sky
      - DistantMount(tilable)
      - DistantMount(tilable) (1)
      - Clouds\_5
      - Clouds\_4
      - Clouds\_15
      - Clouds\_8
      - Clouds\_7
      - Clouds\_15 (1)
      - BGRock\_03\_0 (1)
      - Clouds\_0
      - Clouds\_9
      - Clouds\_4 (1)
    - ▶ Background Parallax

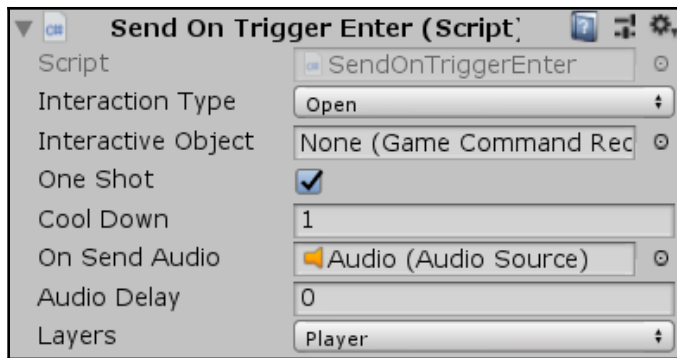


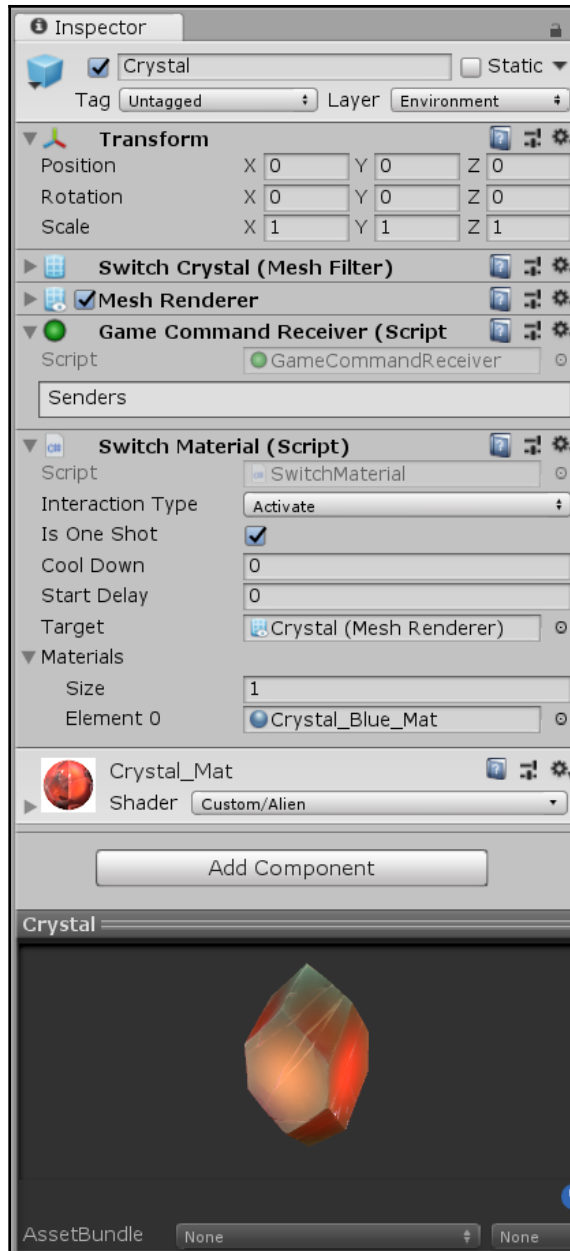






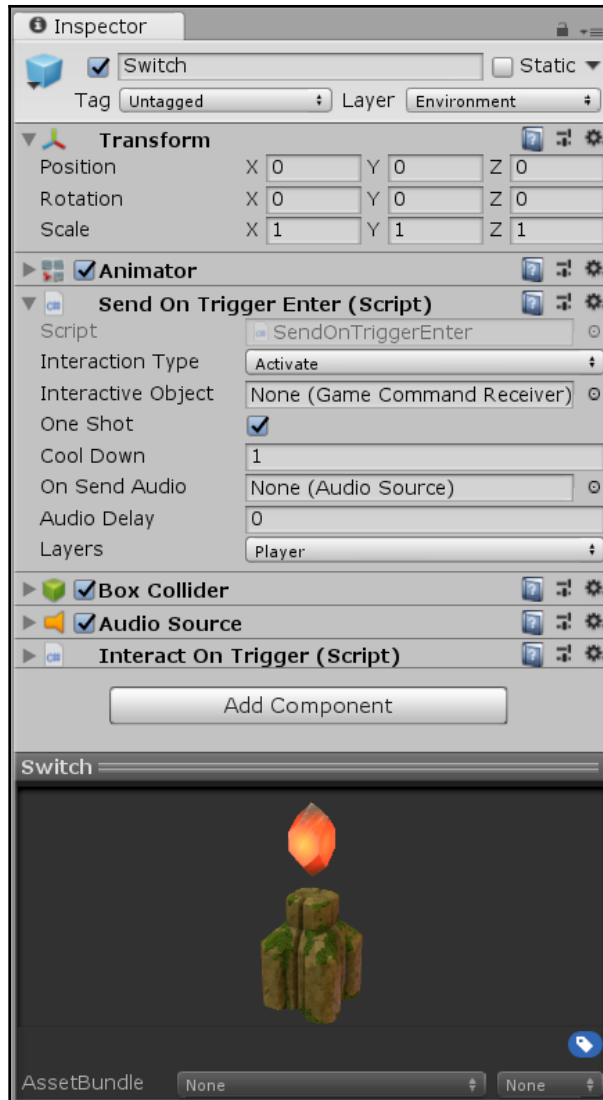


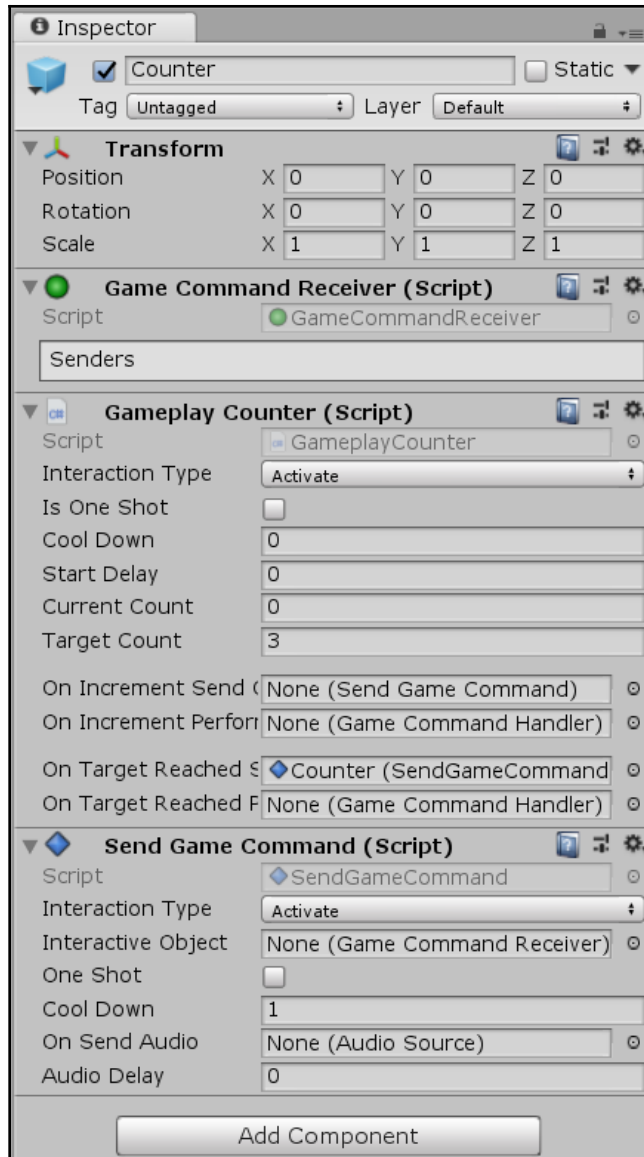




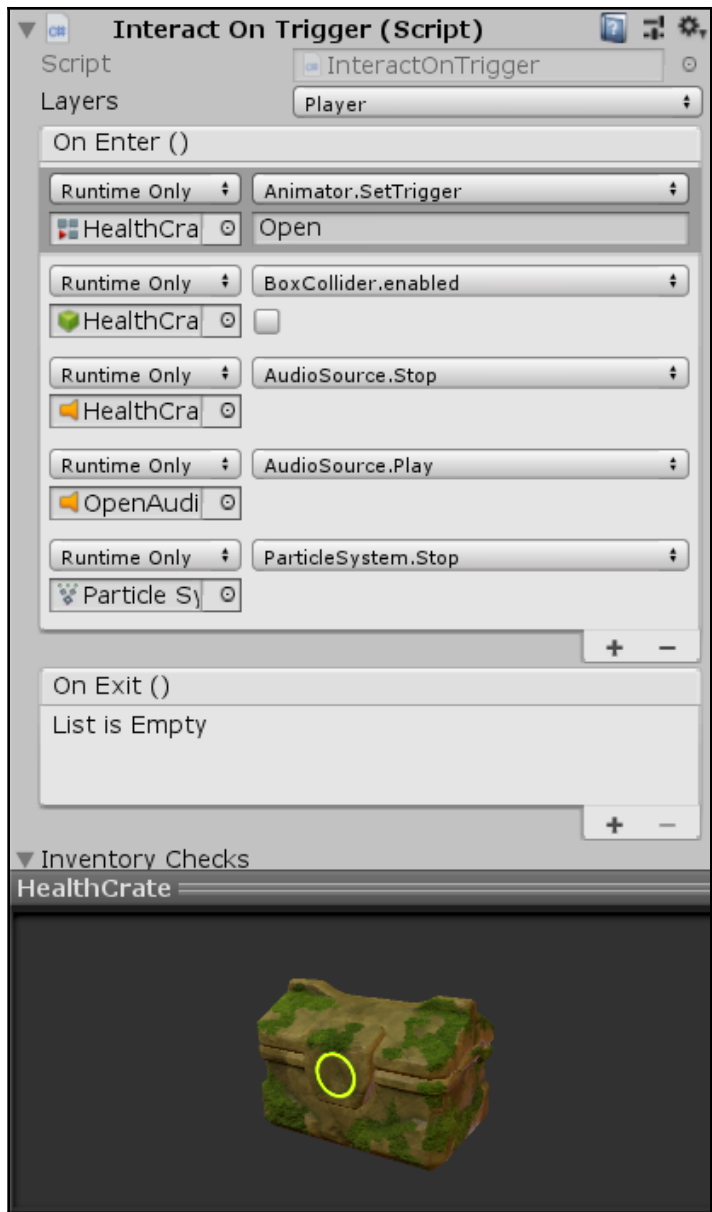


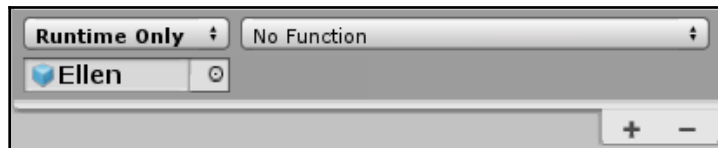
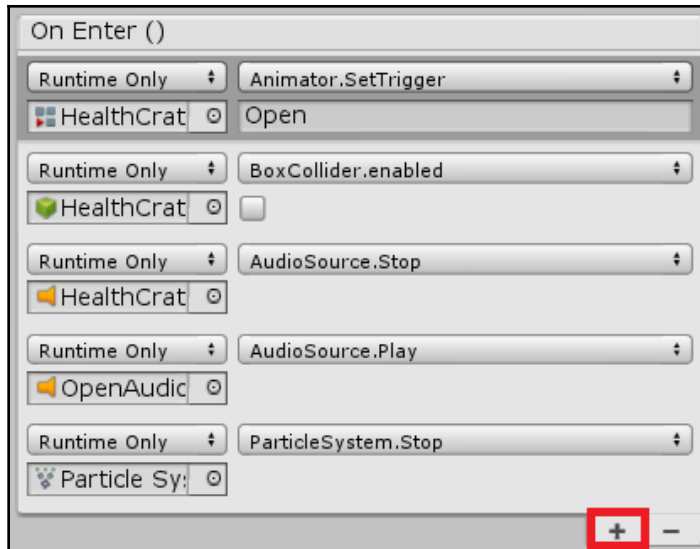


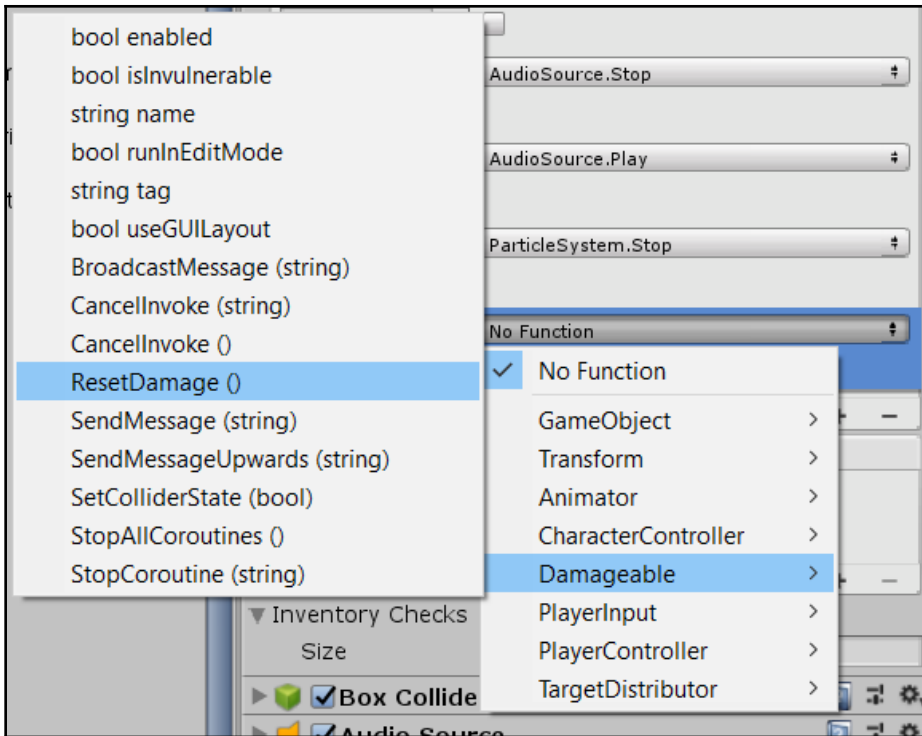


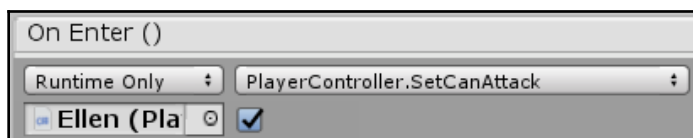
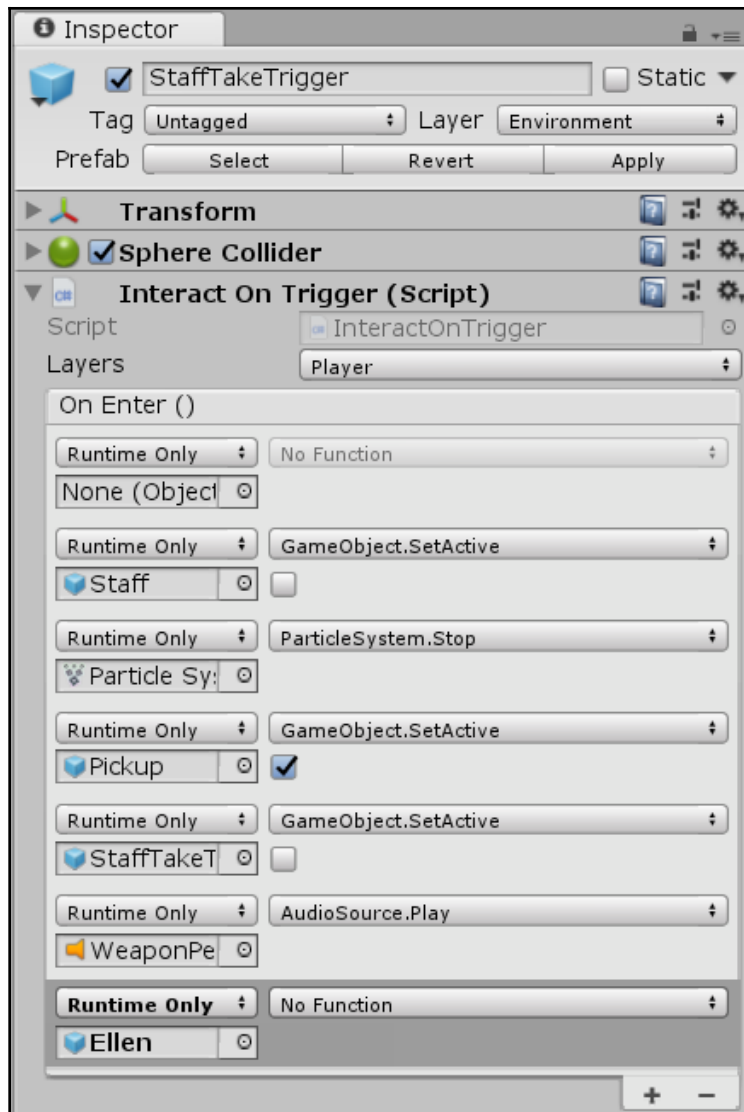




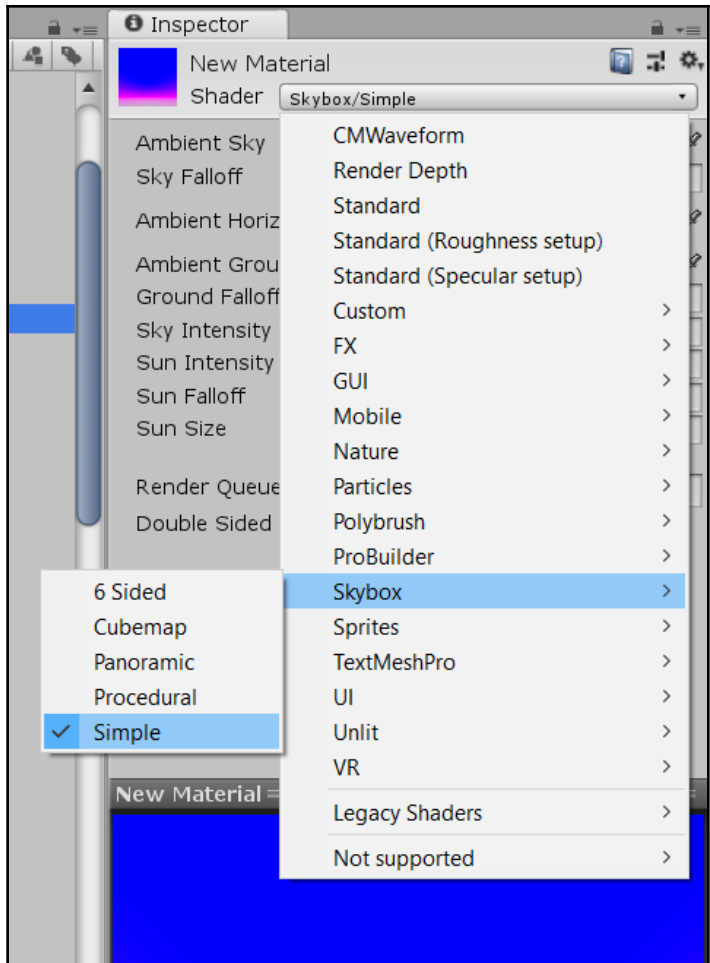


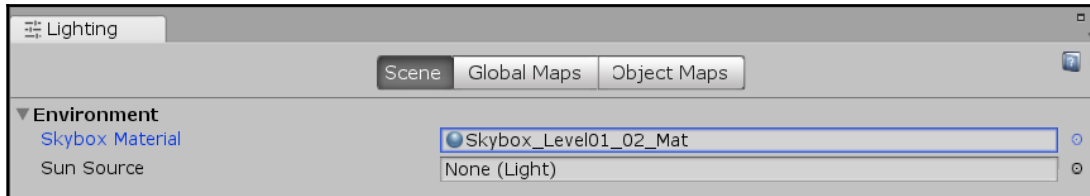
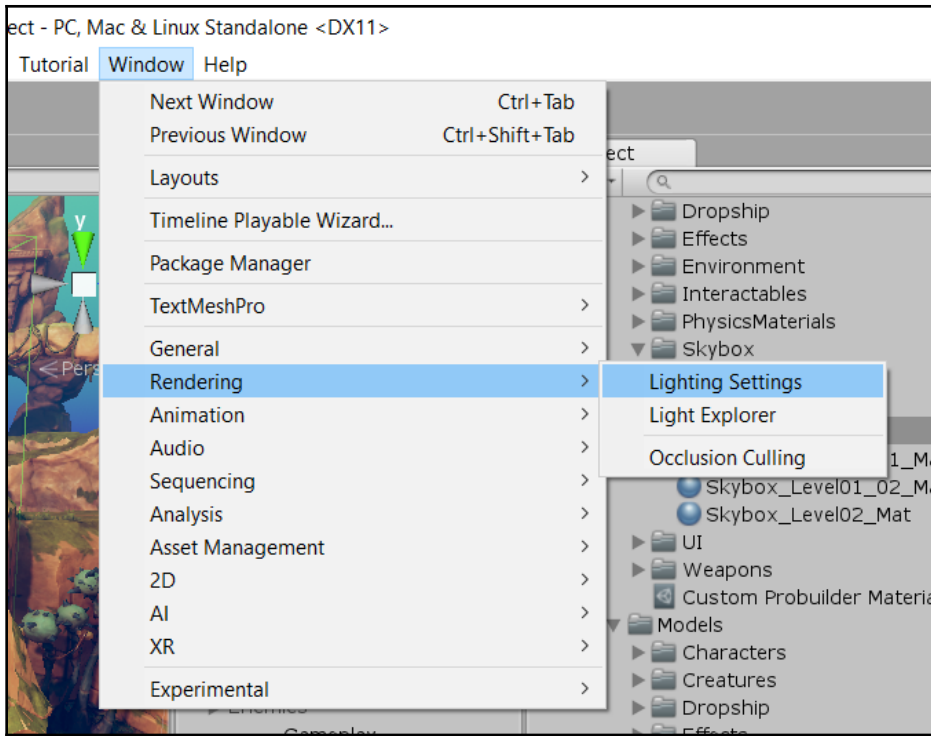


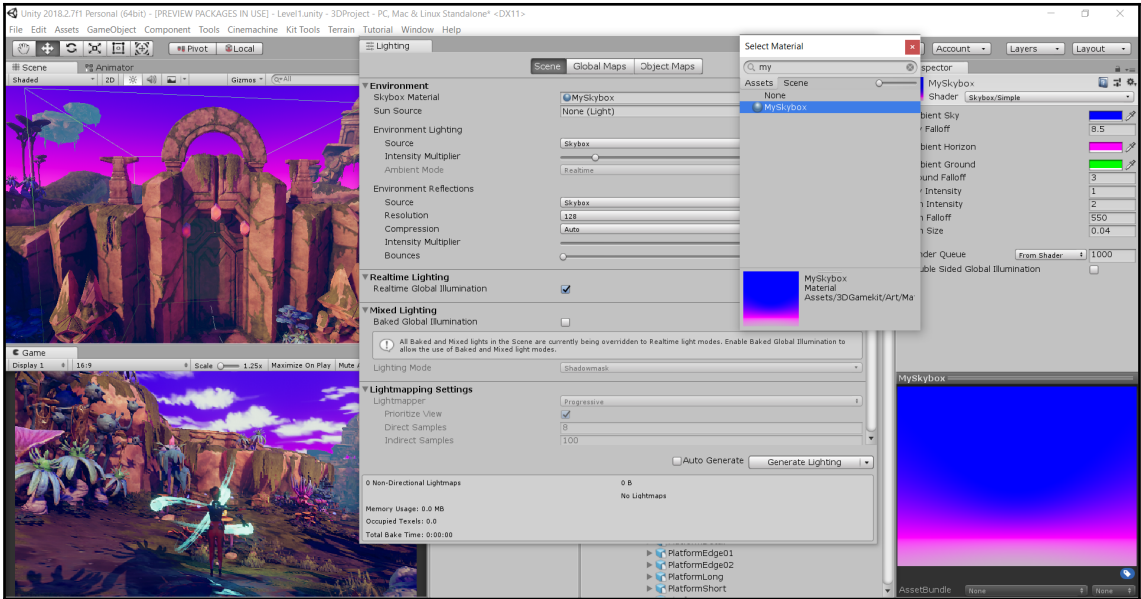


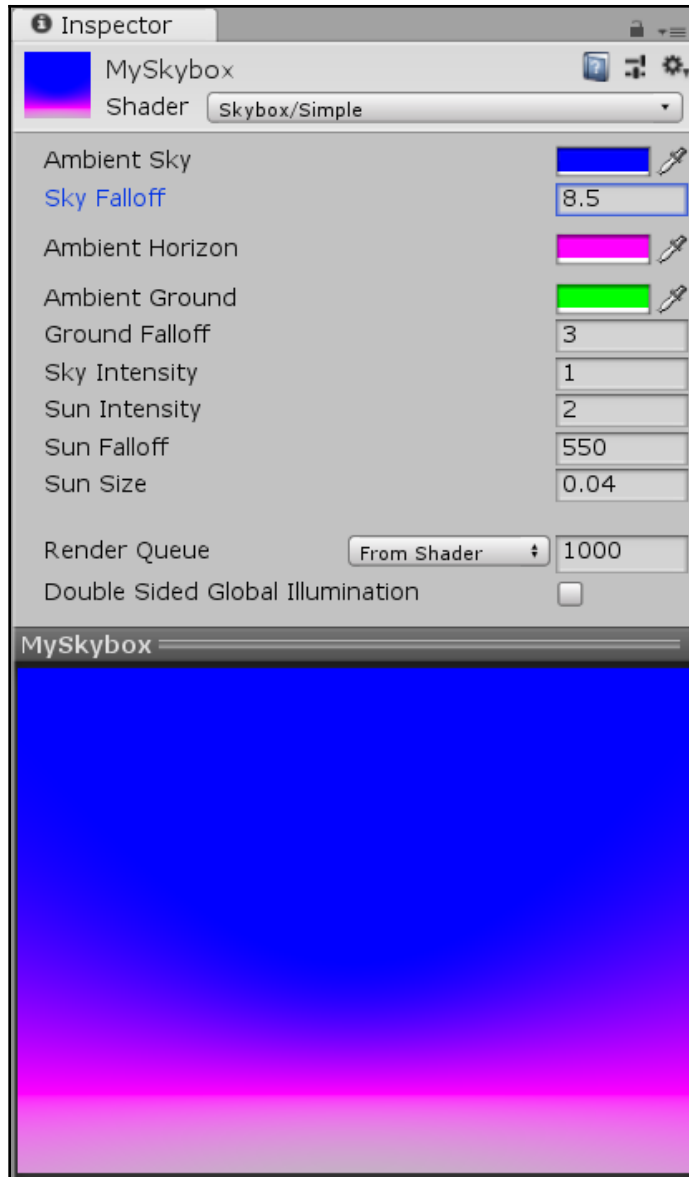






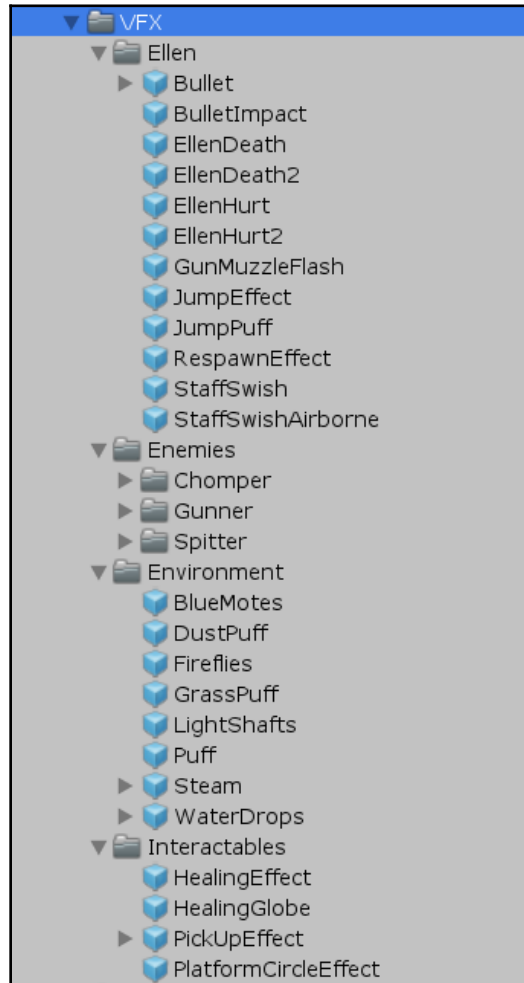


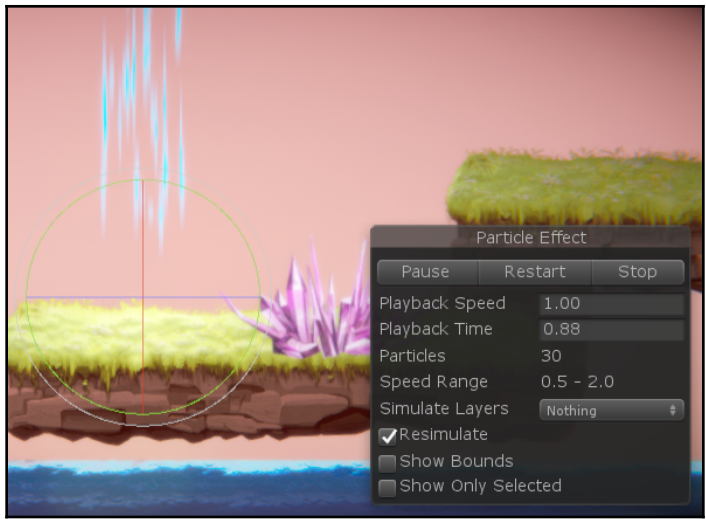


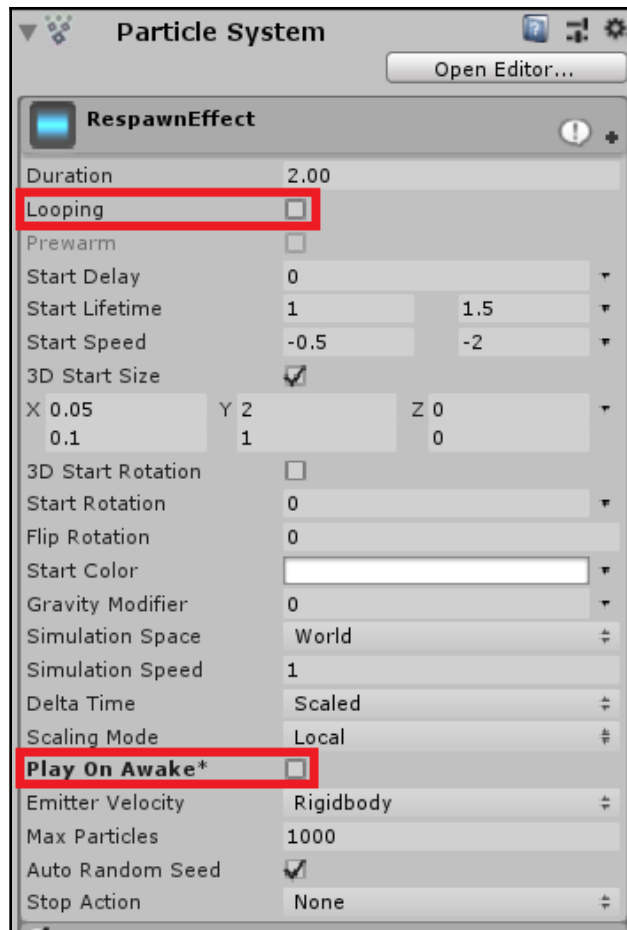


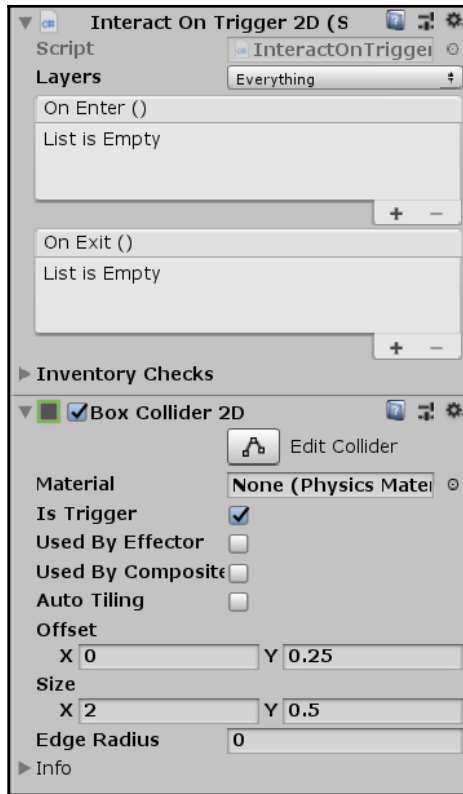
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## Chapter 8: Playing with Visual and Sound Effects

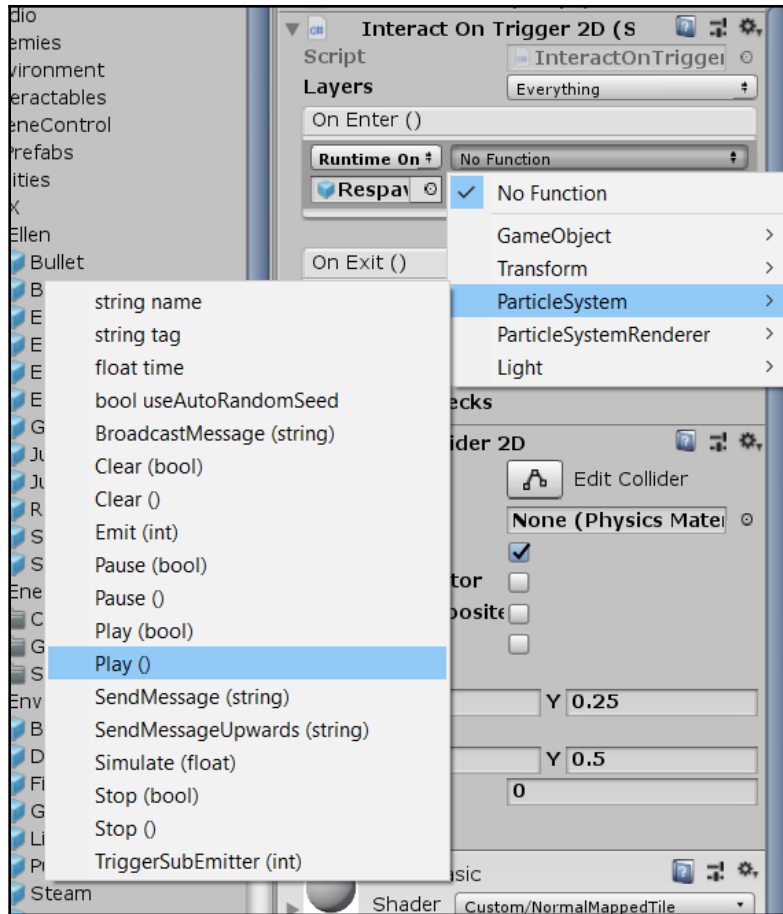


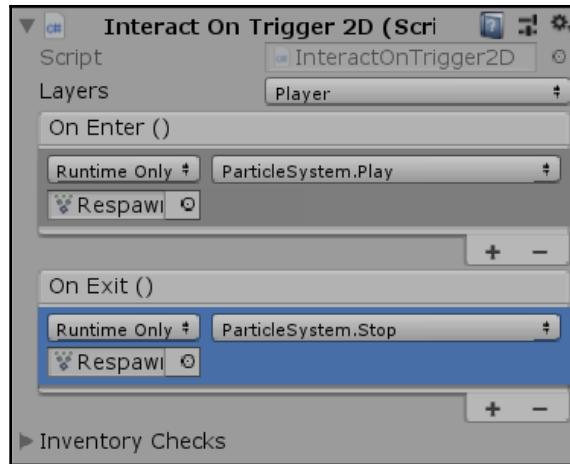












**Audio Source**

AudioClip: None (Audio Clip)

Output: None (Audio Mixer Group)

Mute:

Bypass Effects:

Bypass Listener Effects:

Bypass Reverb Zone:

Play On Awake:

Loop:

Priority:  128

Volume:  1

Pitch:  1

Stereo Pan:  0

Spatial Blend:  0

Reverb Zone Mix:  1

**3D Sound Settings**

Doppler Level:  1

Spread:  0

Volume Rolloff: Logarithmic Rolloff

Min Distance: 1

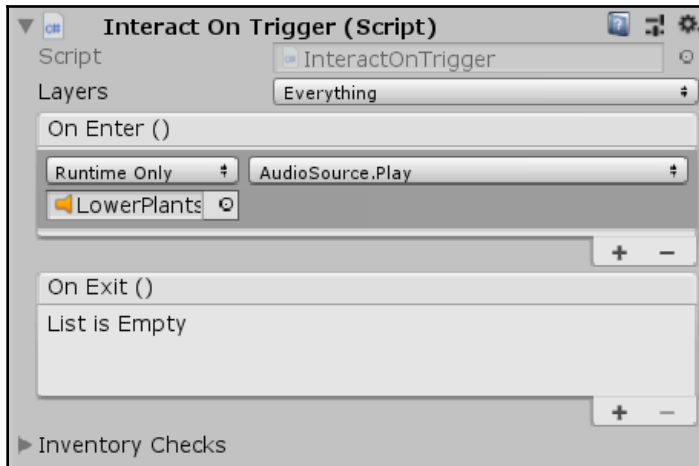
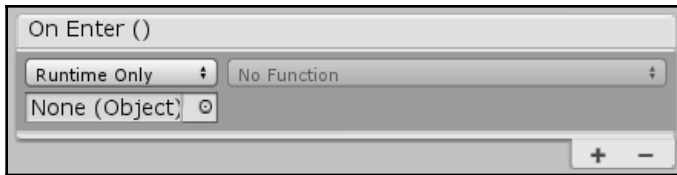
Max Distance: 500

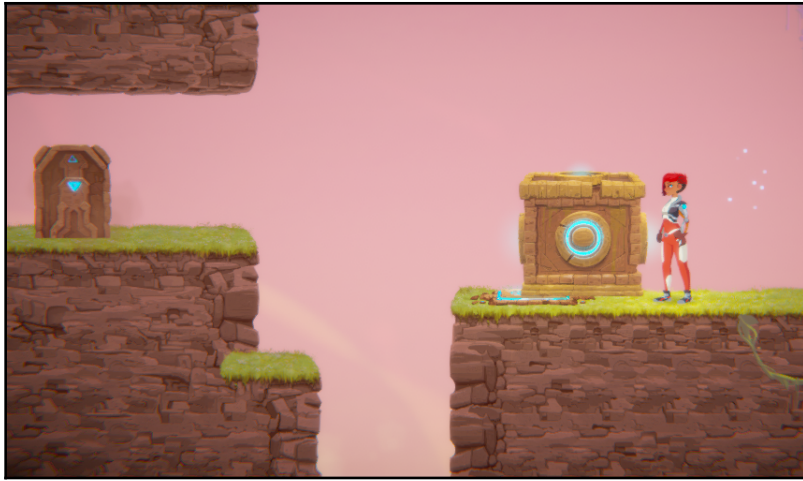
**Listener**

Distance	Volume	Spatial Blend	Spread	Reverb Zone
0	1.0	0.0	0.0	1.0
10	0.5	0.0	0.0	1.0
20	0.25	0.0	0.0	1.0
50	0.1	0.0	0.0	1.0
100	0.05	0.0	0.0	1.0
200	0.02	0.0	0.0	1.0
300	0.01	0.0	0.0	1.0
400	0.005	0.0	0.0	1.0
500	0.002	0.0	0.0	1.0

**Audio Source**

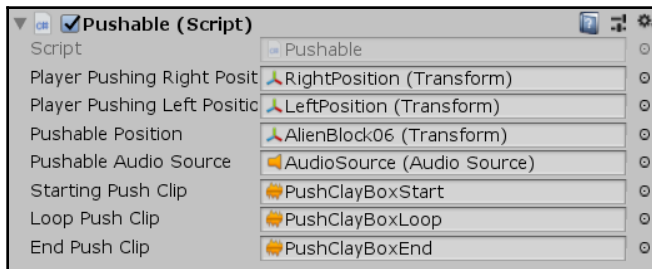
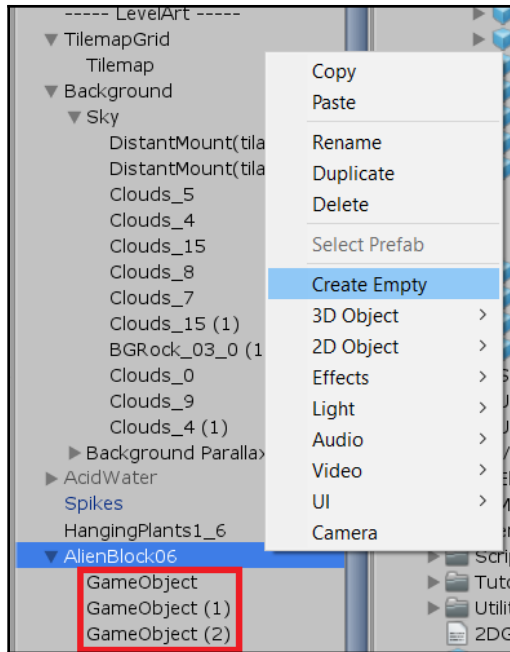
AudioClip: MovingPlants

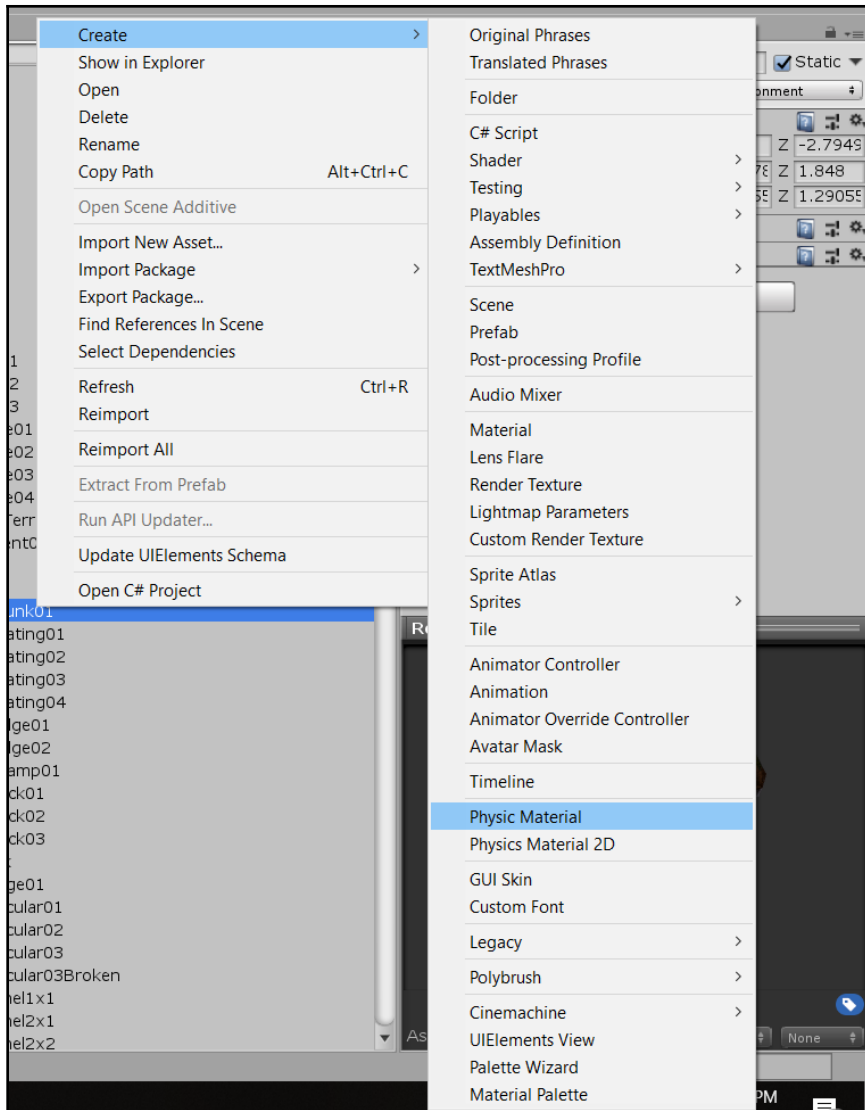




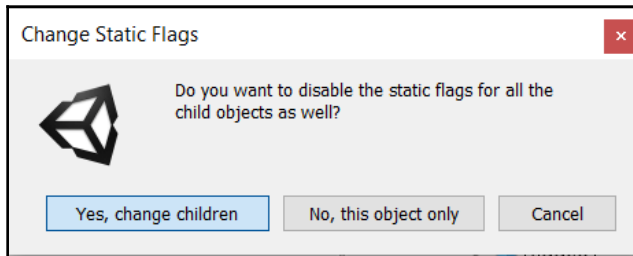
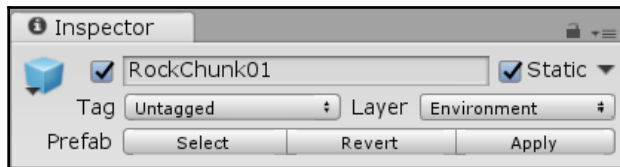
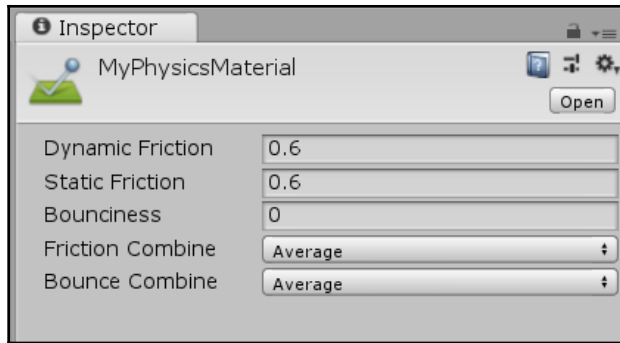


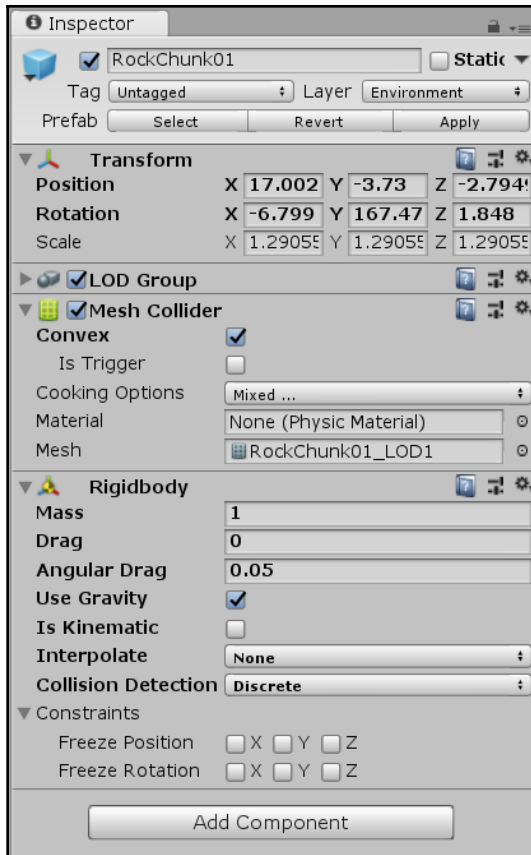
Pushable (Script)	
Script	Pushable
Player Pushing Right	None (Transform)
Player Pushing Left P	None (Transform)
Pushable Position	None (Transform)
Pushable Audio Sour	None (Audio Source)
Starting Push Clip	None (Audio Clip)
Loop Push Clip	None (Audio Clip)
End Push Clip	None (Audio Clip)









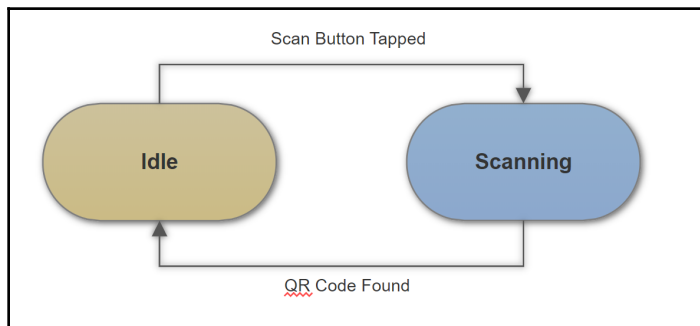
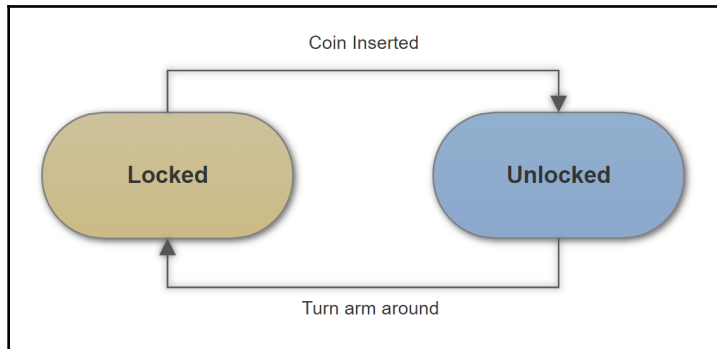
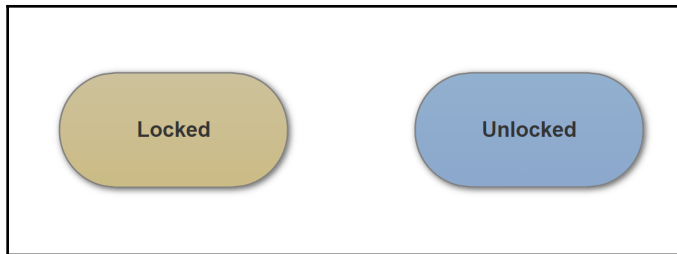


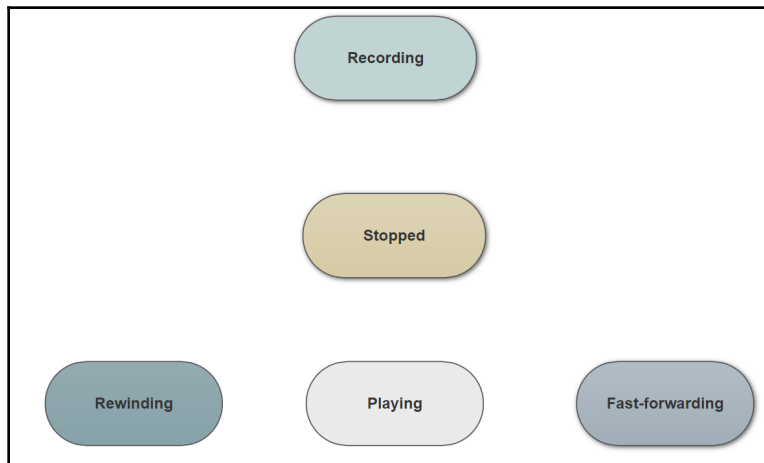
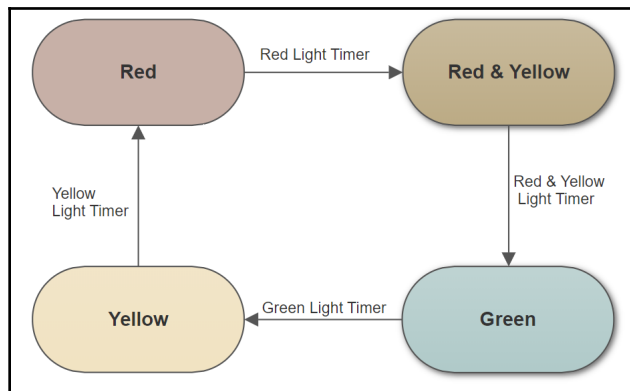
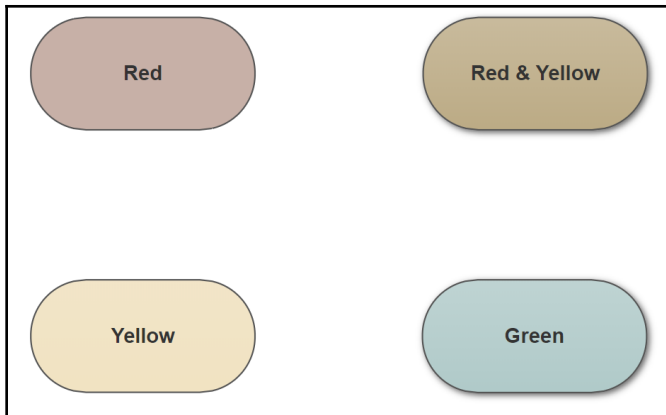
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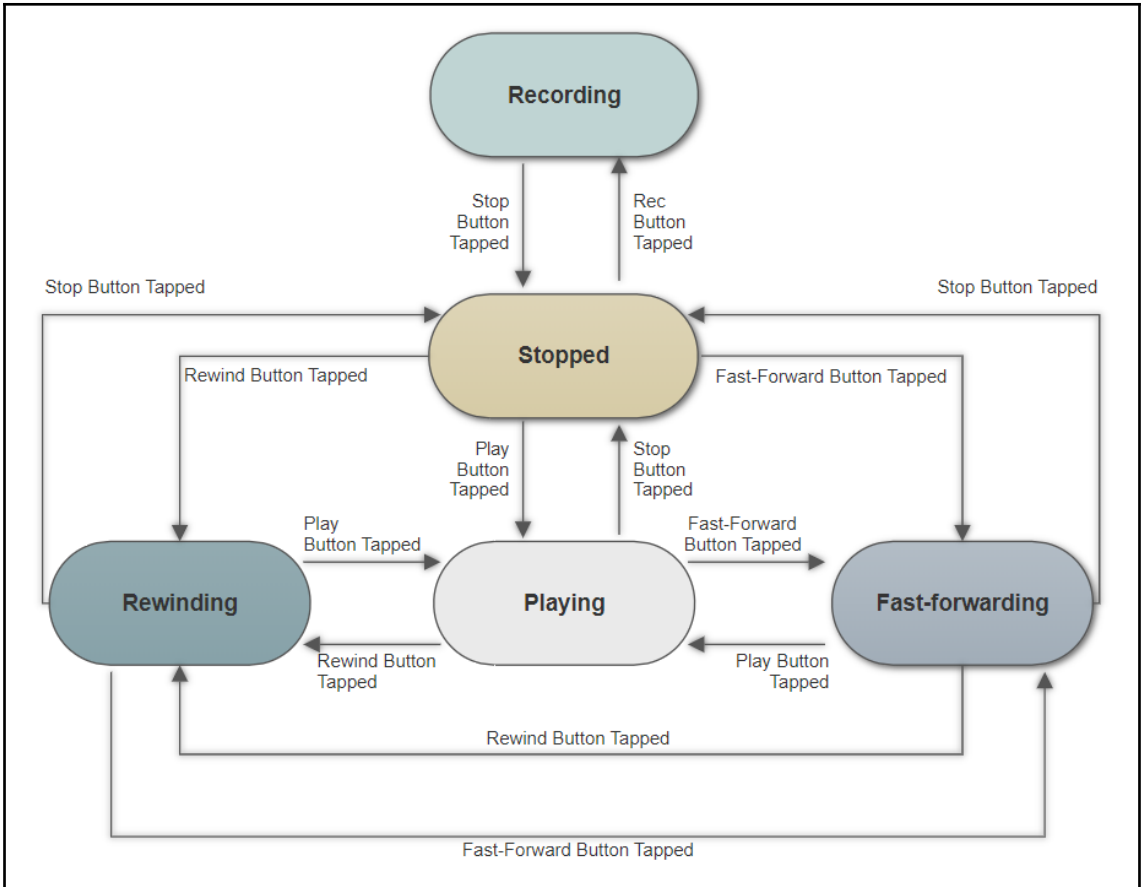
## Chapter 9: Enemy Logic - Basic AI

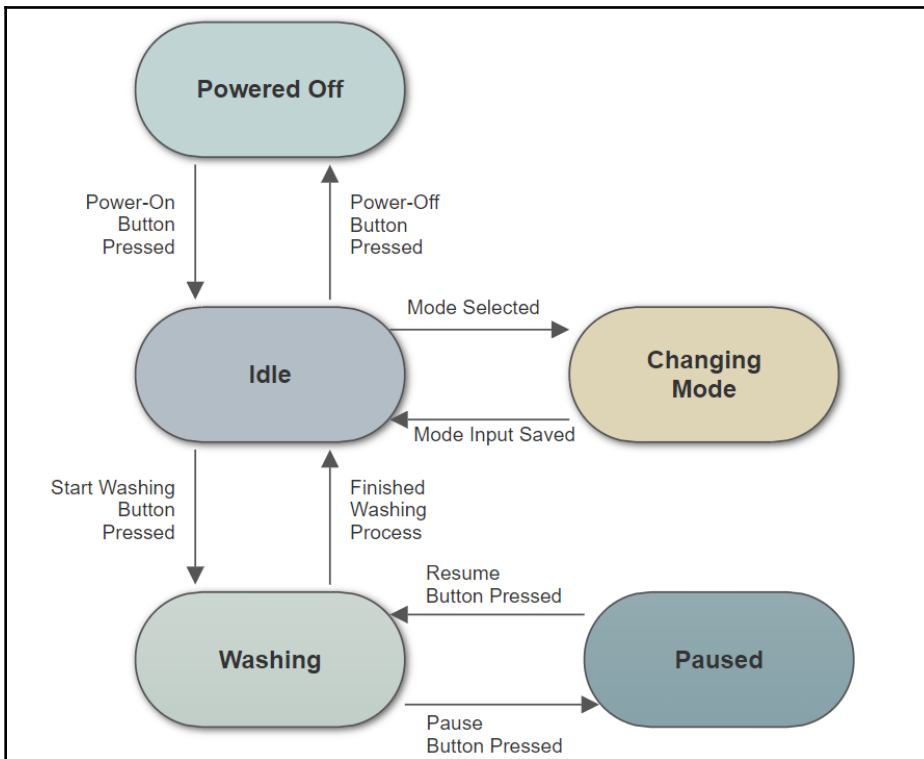
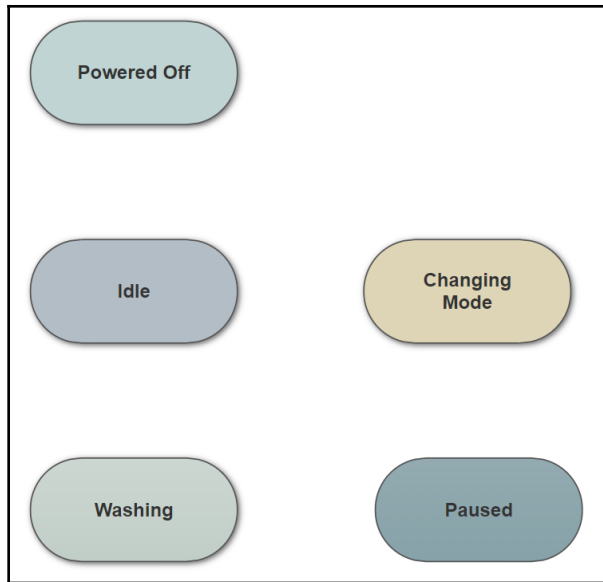








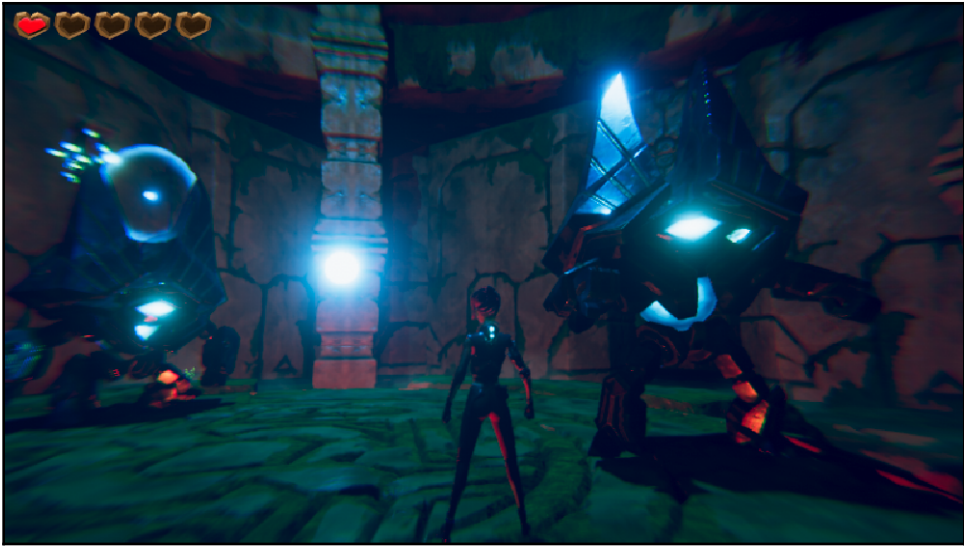






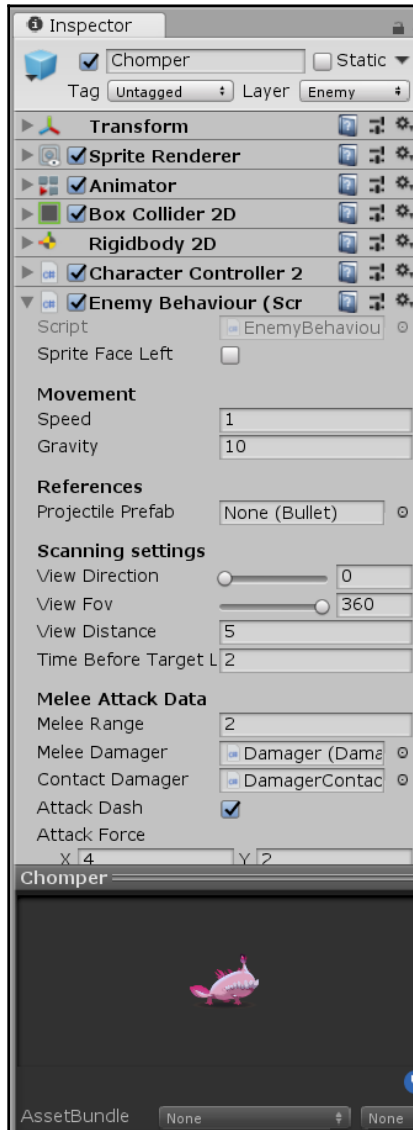


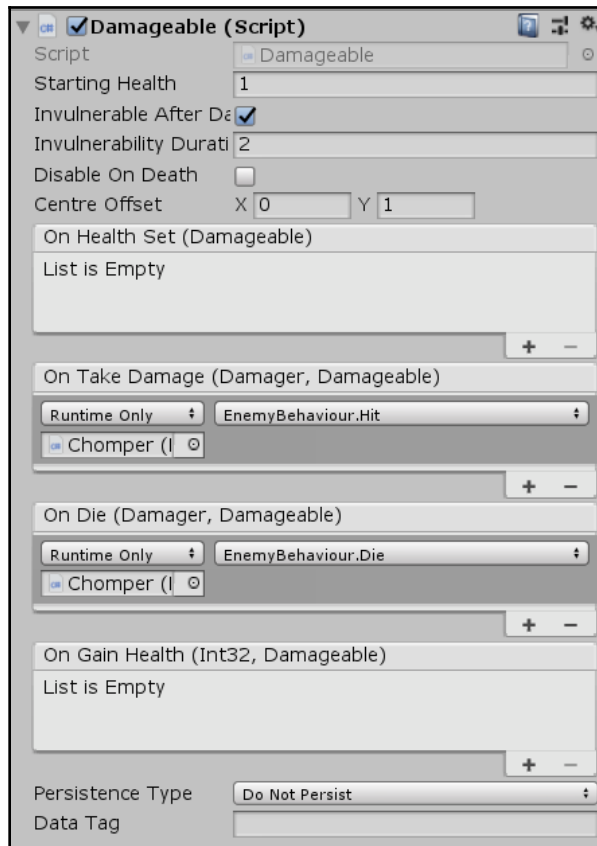
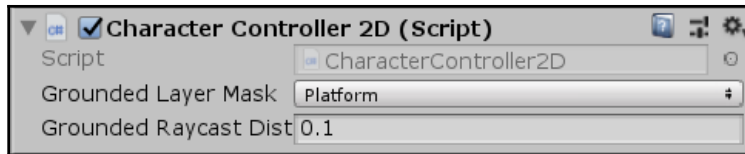




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# Chapter 10: Enemy Components and Behaviors





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**Enemy Behaviour (Script)**

Script: EnemyBehaviour

Sprite Face Left:

**Movement**

Speed: 1

Gravity: 10

**References**

Projectile Prefab: None (Bullet)

**Scanning settings**

View Direction: 0

View Fov: 360

View Distance: 5

Time Before Target Lost: 2

**Melee Attack Data**

Melee Range: 2

Melee Damager: Damager (Damager)

Contact Damager: DamagerContact (Damager)

Attack Dash:

Attack Force: X 4 Y 2

**Range Attack Data**

Shooting Origin: None (Transform)

**Audio**

Shooting Audio: None (Random Audio Player)

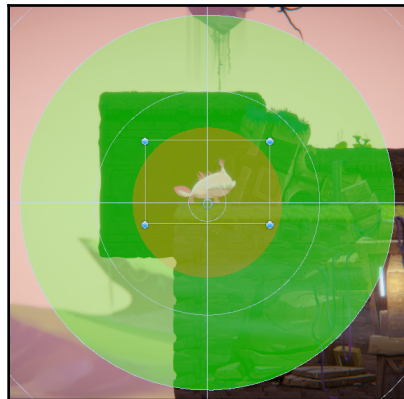
Melee Attack Audio: AttackSource (RandomAudioPlayer)

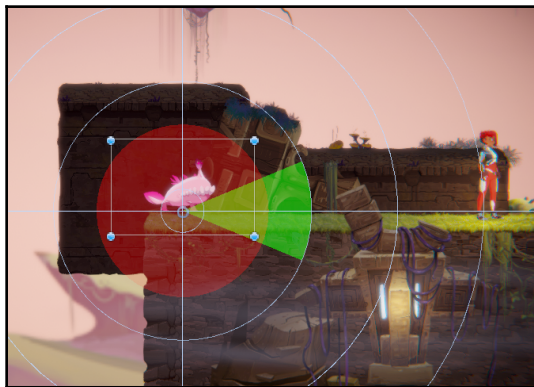
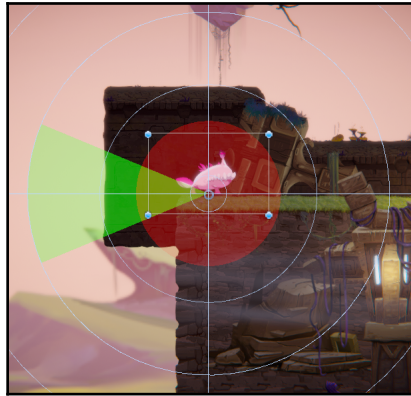
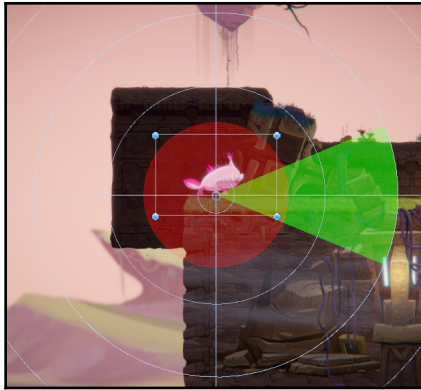
Die Audio: DeathSource (RandomAudioPlayer)

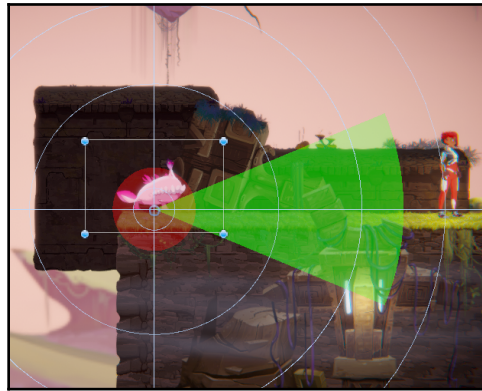
Foot Step Audio: FootStepSource (RandomAudioPlayer)

**Misc**

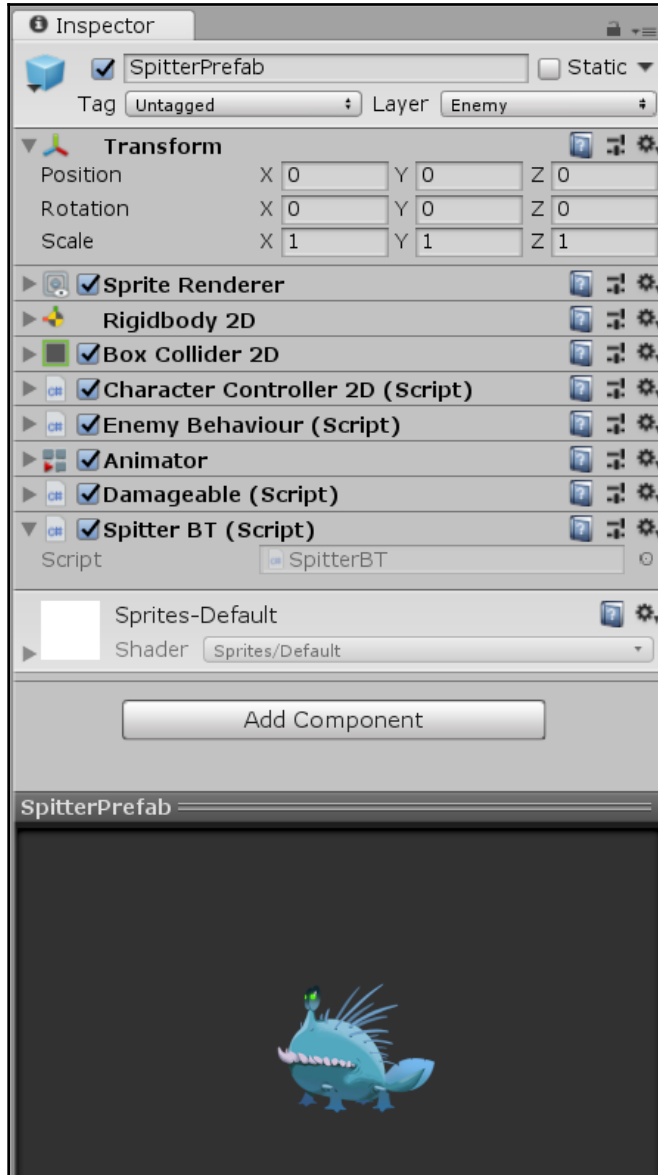
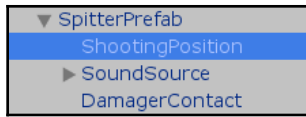
Flickering Duration: 0.02

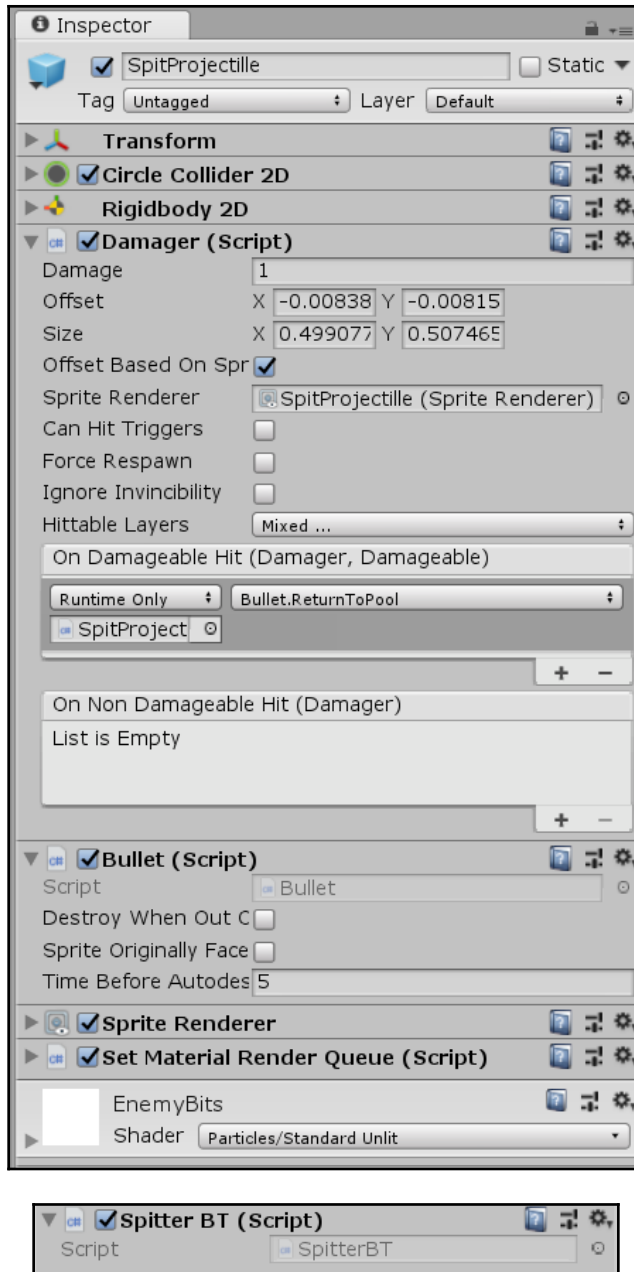


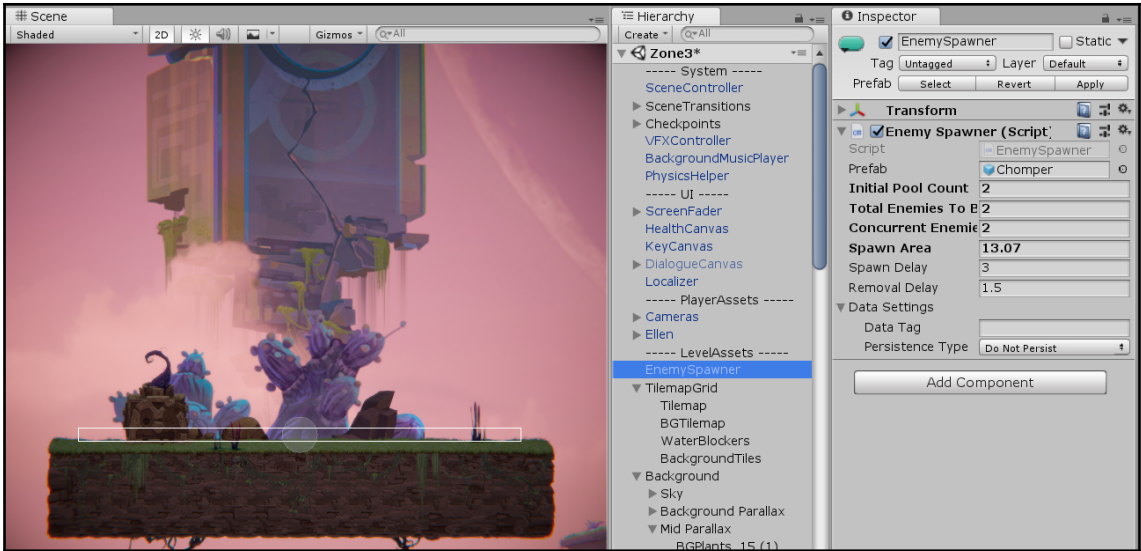














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**Chomper Behavior (Script)**

Script: ChomperBehavior

Melee Weapon: AttackRoot (Melee)

**Player Scanner**

Height Offset: 1

Detection Radius: 15

Detection Angle: 270

Max Height Difference: 1

View Blocker Layer: Level

Time To Stop Pursuit: 3

**Audio**

Attack Audio: AttackSource (Random)

Front Step Audio: FrontFootstepSource

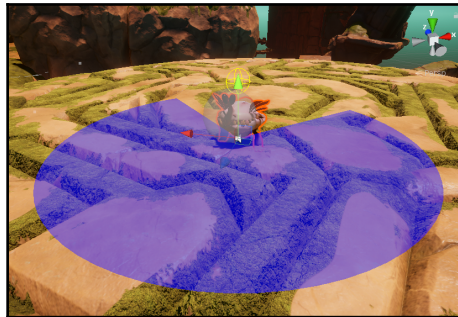
Back Step Audio: BackFootstepSource

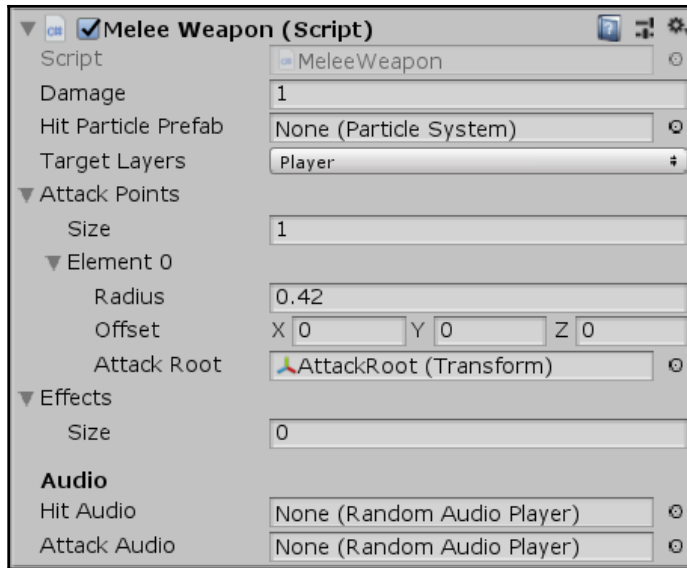
Hit Audio: HitSource (Random)

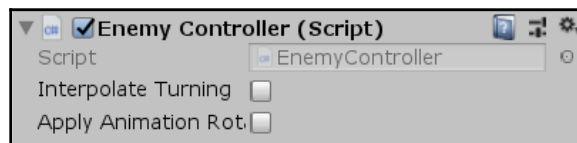
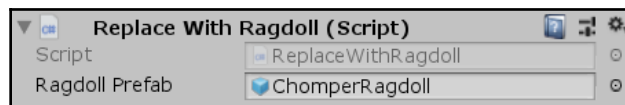
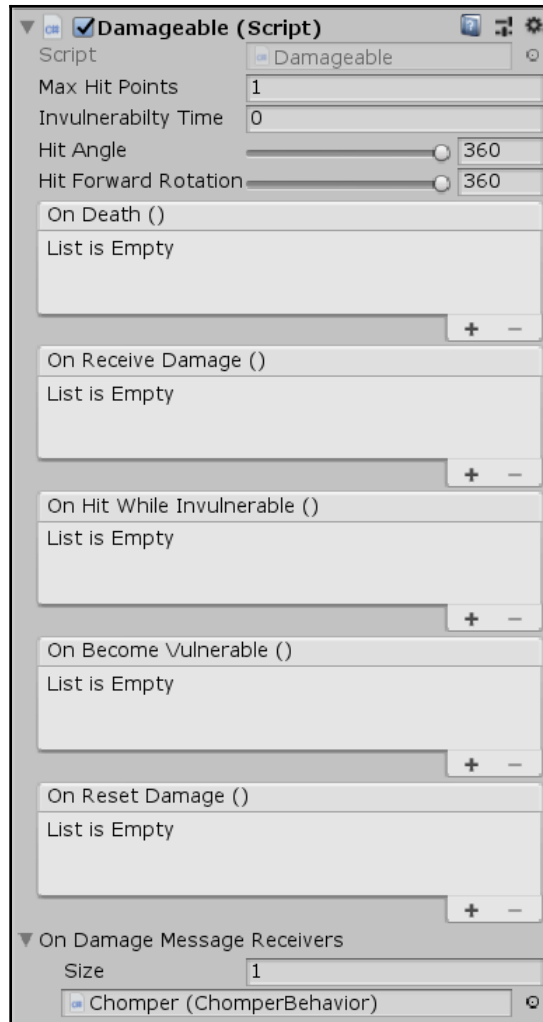
Grunt Audio: GruntSource (Random)

Death Audio: DeathSource (Random)

Spotted Audio: SpottedSource (Random)

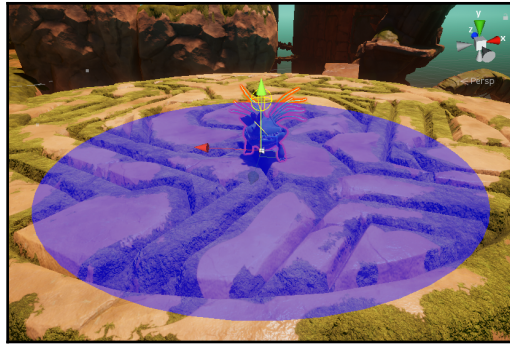












**Range Weapon (Script)** [icon] [icon] [icon]

Script RangeWeapon [icon]

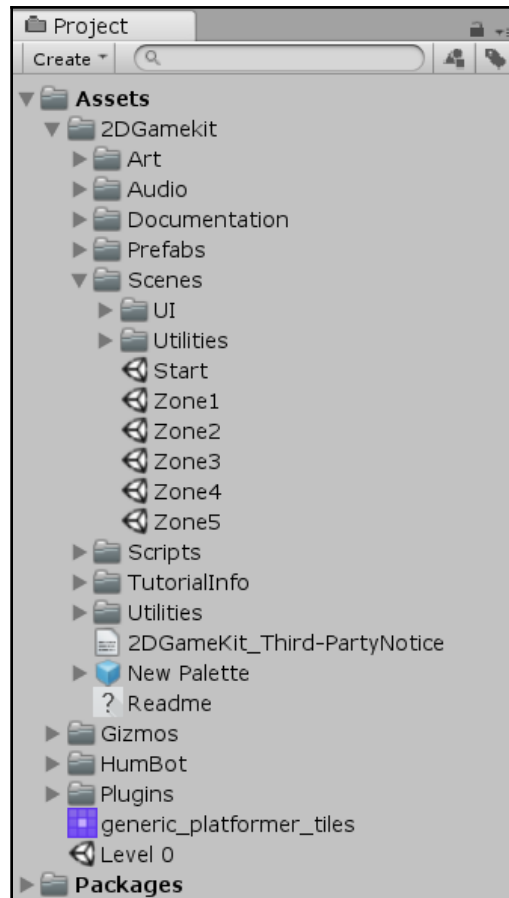
Muzzle Offset

X  Y  Z

Projectile Spit (Spit) [icon]

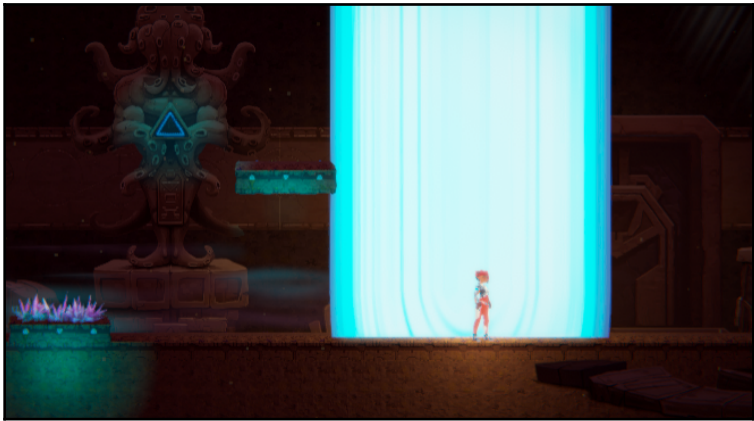
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# Chapter 11: A Bigger Challenge - The Boss









**Missile Golem (Script)**

Script: MissileGolem

Target: Ellen (Transform)

Laser Strike Count: 1

Laser Tracking Speed: 30

Delay: 1

Beam Delay: 1.7

Grenade Delay: 1.08

Lightning Delay: 1.8

Cleanup Delay: 0.5

Death Delay: 7

Shield: GunnerShield

Beam Laser: BeamBase

Projectile: GunnerProjectile (GunnerPr

Grenade: GunnerGrenade (Grenade)

Lightning: GunnerLightning

Damageable: DamageZone (Damageable)

Lightning Time: 1

Grenade Spawn Point: GrenadeSpawnPoint (Trans

Grenade Launch Vel: X: -150 Y: 500

**Rounds**

**Disable On Death**

On Defeated ( )

Runtime Only: Animator.Play

Door (Ani): DoorOpening

Runtime Only: GameObject.SetActive

Gunner:

**Audio**

Boss Death Clip: GunnerDefeatedSting2

Player Death Clip: MusicDeathSting

Post Boss Clip: MusicGameplay

Boss Music: MusicGunnerFight

Step Audio Player: StepSource (RandomAudio

Laser Fire Audio Play: LaserAttackSource (Randor

Grenade Throw Audi: GrenadeAttackSource (Ran

Lightning Attack Audi: LightningAttackSource (Rar

Taking Damage: TakingDamageSource (Ran

Shield Up Audio Play: ShieldAudioSource (Randor

Shield Down Audio P: ShieldAudioSource (Randor

Round Death Source: RoundDeathSource (Audio

Start Round 2 Clip: GunnerSteamStage01

Start Round 3 Clip: GunnerSteamStage02

Death Clip: GunnerDeathAll02

**UI**

Health Slider: BossHealth (Slider)

Shield Slider: BossShield (Slider)

---

▼ Rounds

Size

▶ Element 0

▼ Element 1

Platform Speed

▼ Platforms

Size

Element 0  ○

▼ Enable On Progress

Size





Element 0  ○

Element 1  ○


Boss HP

Shield HP

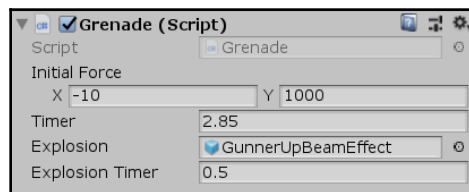
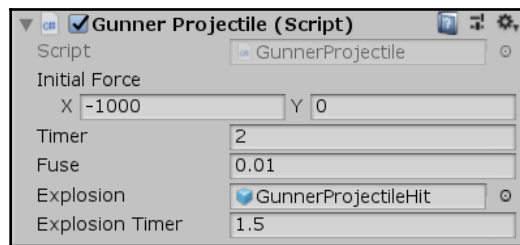
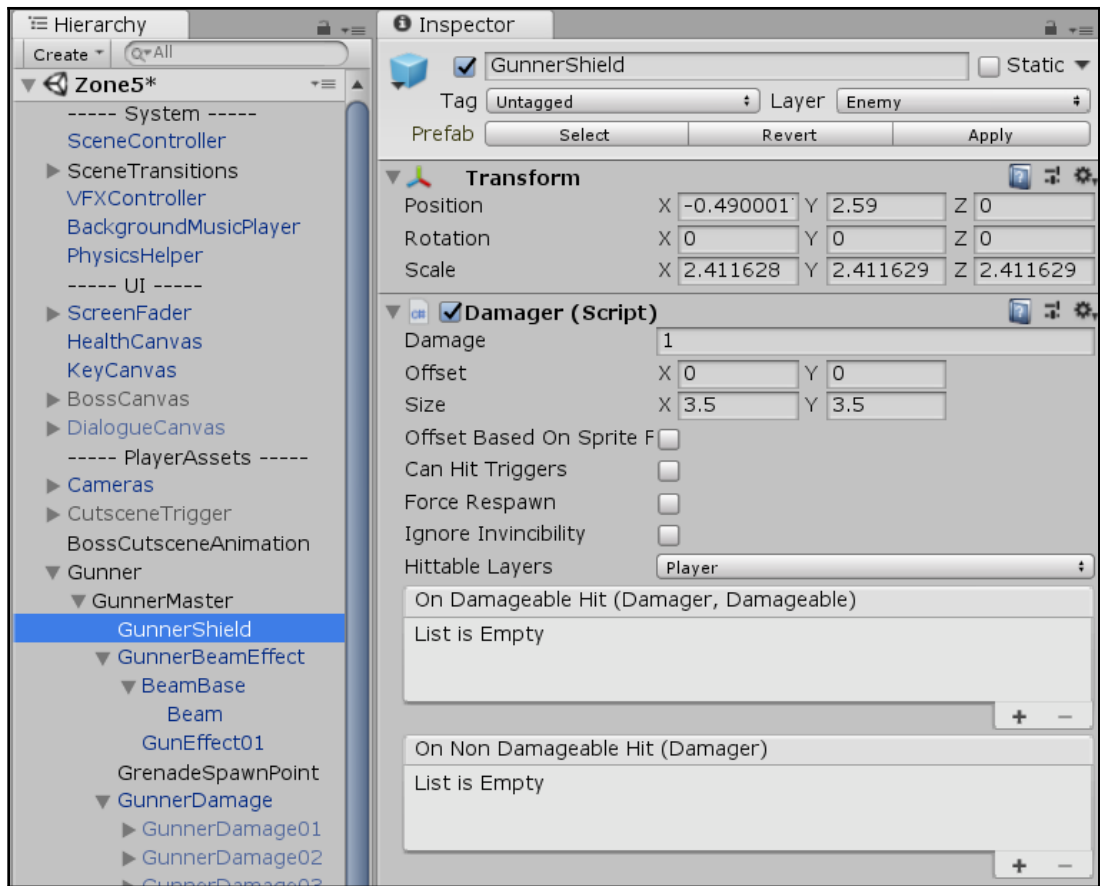
▶ Element 2

▼   **Sprite Color Change (Script)**   

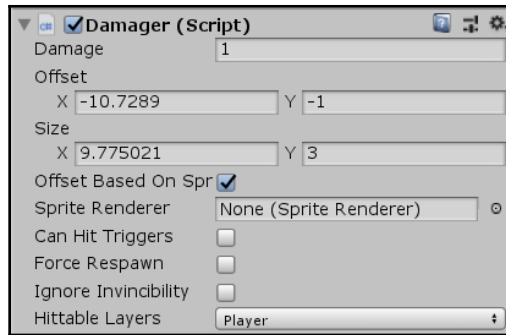
Script  ○

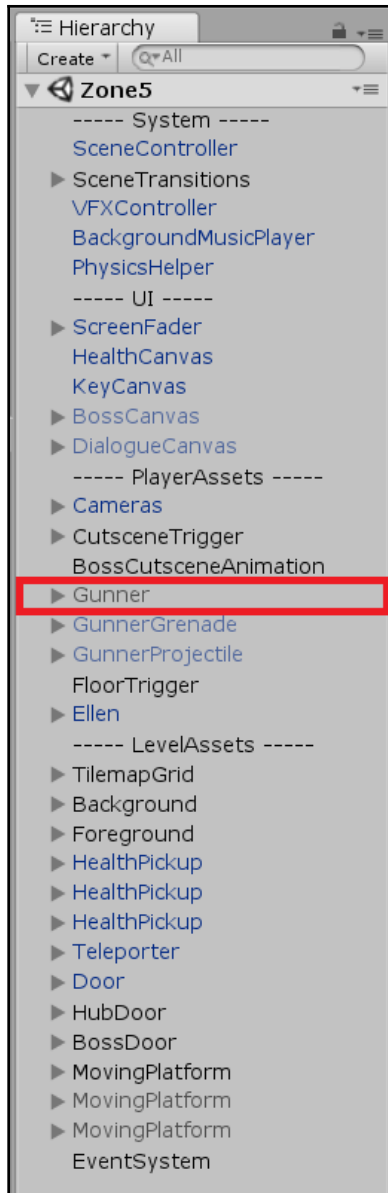
New Color  

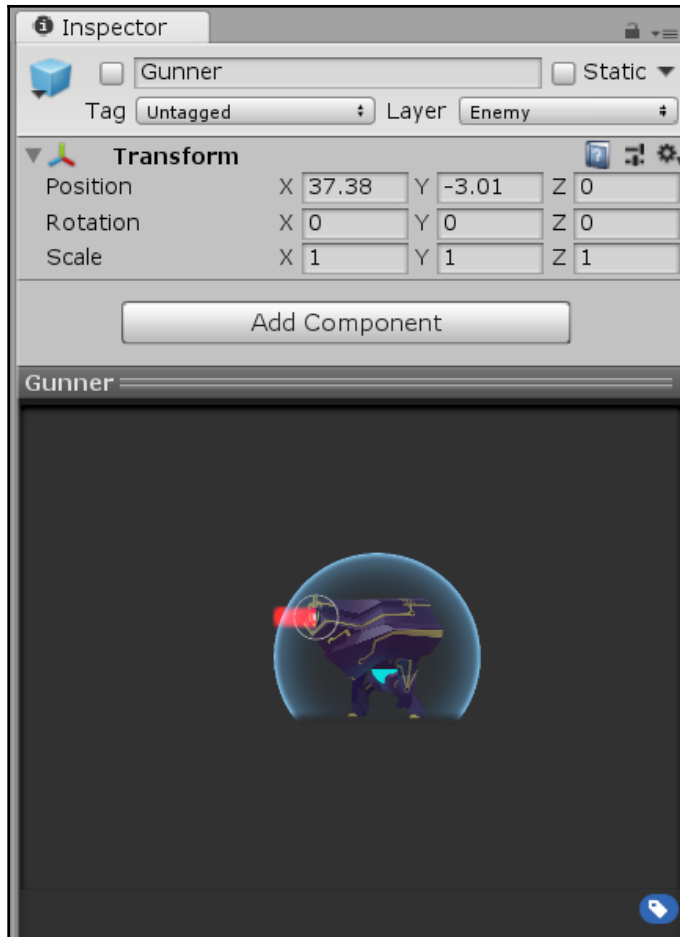
Timer







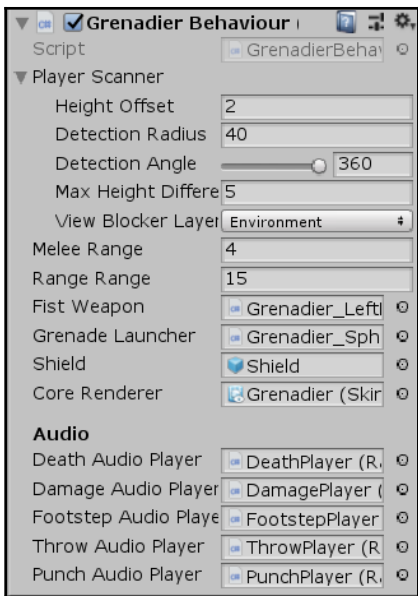


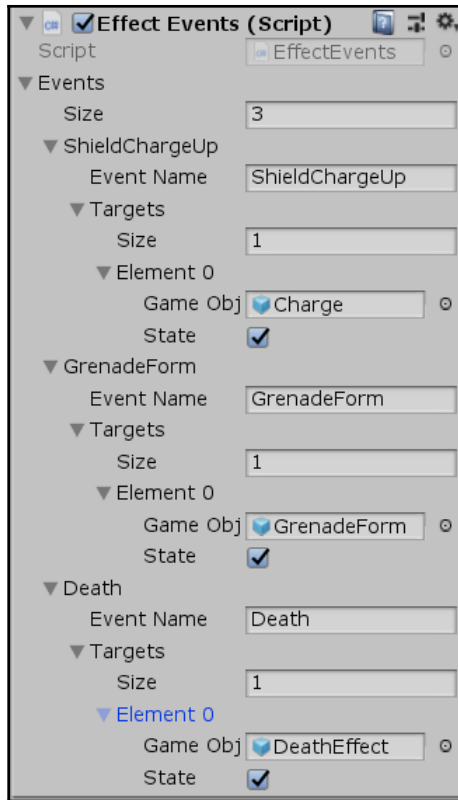




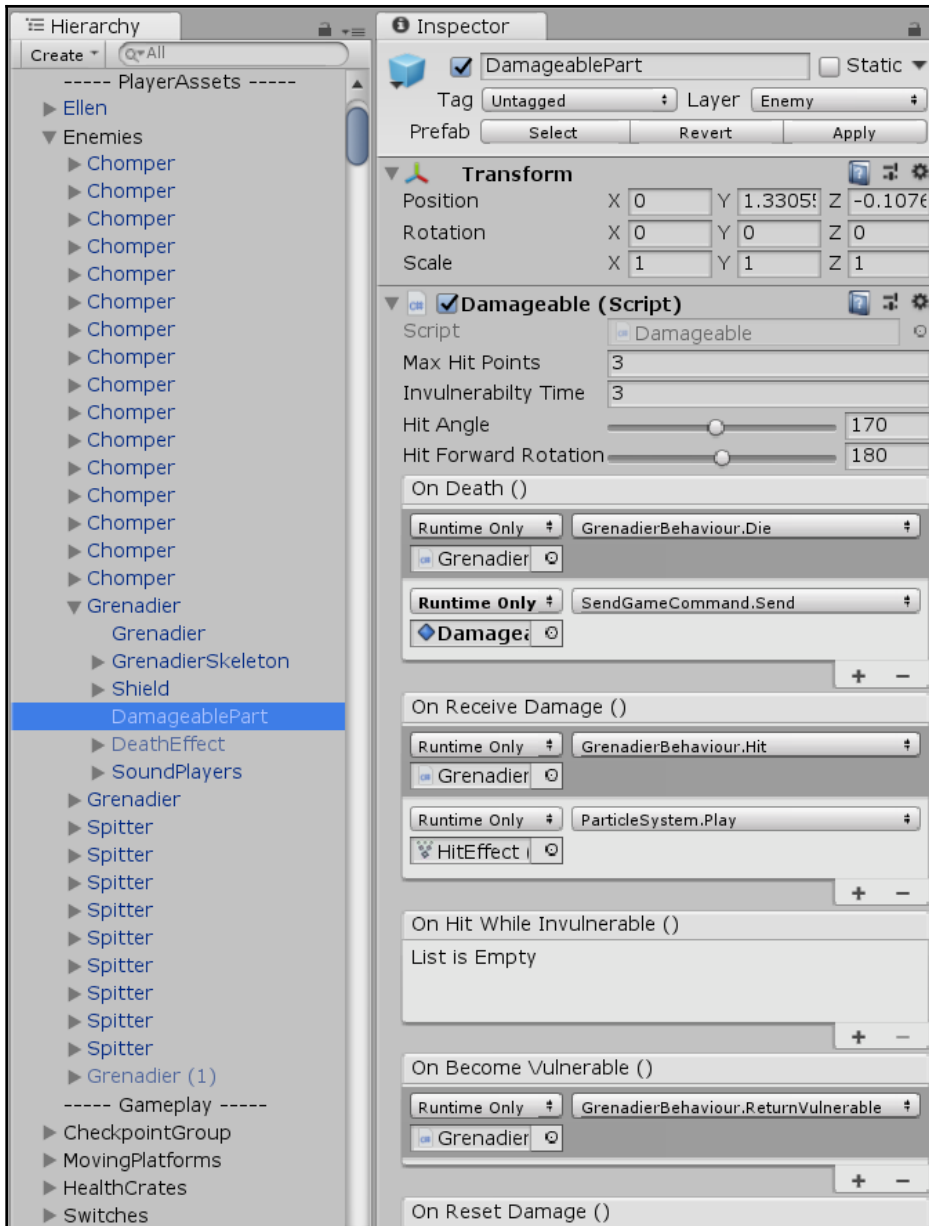






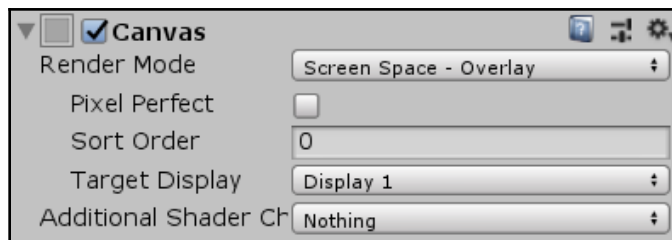
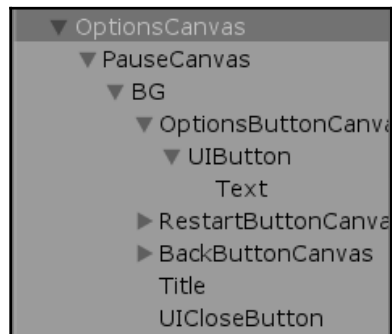


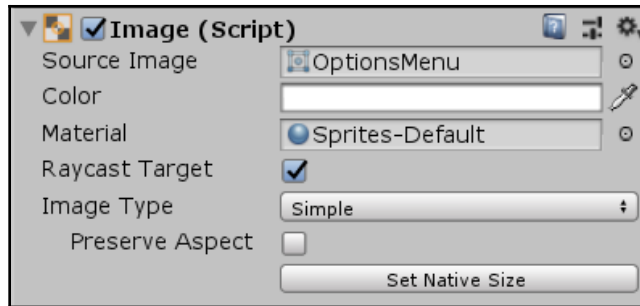


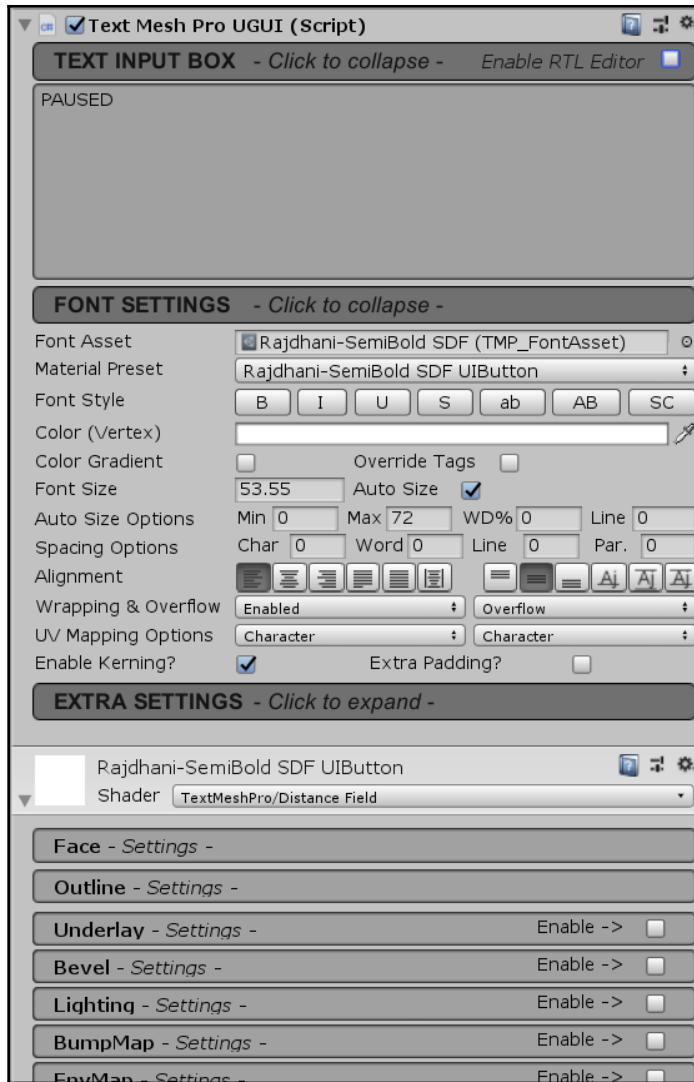


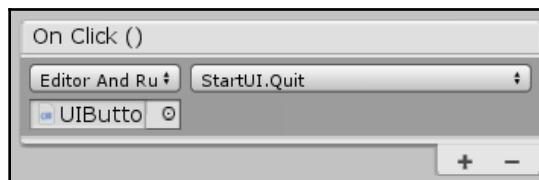
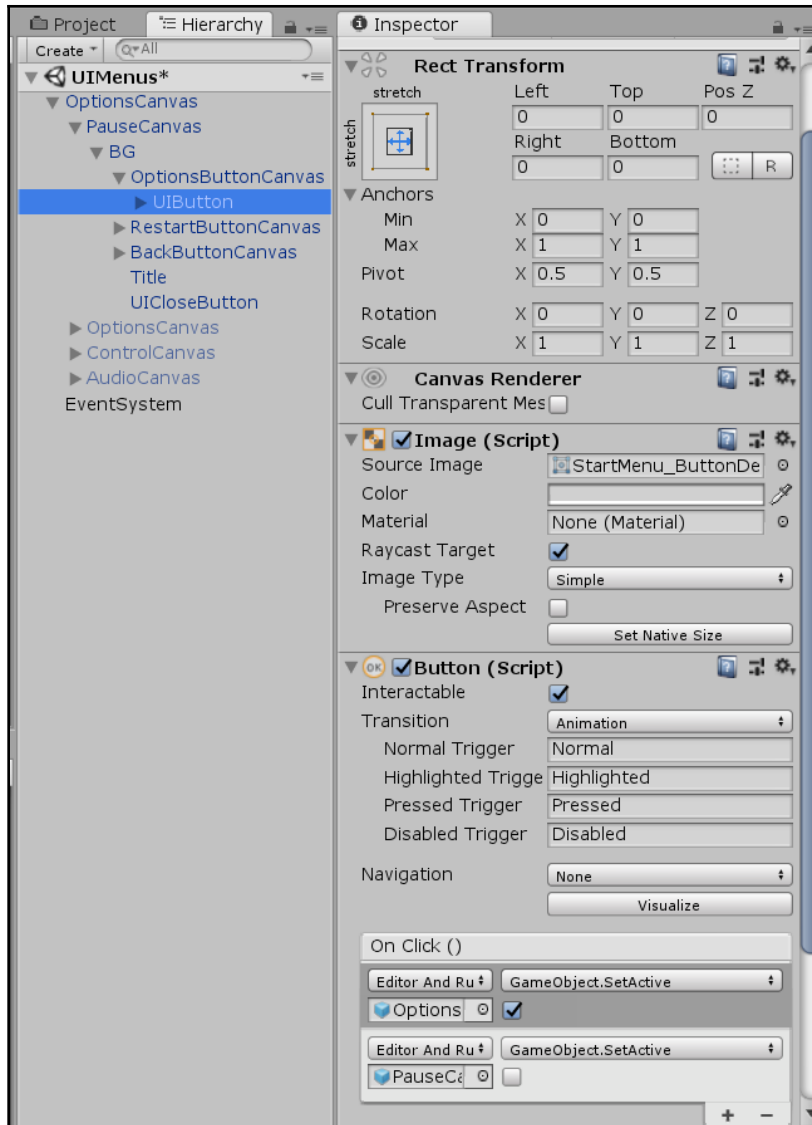
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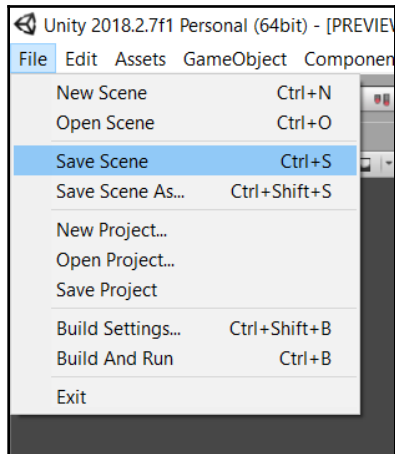
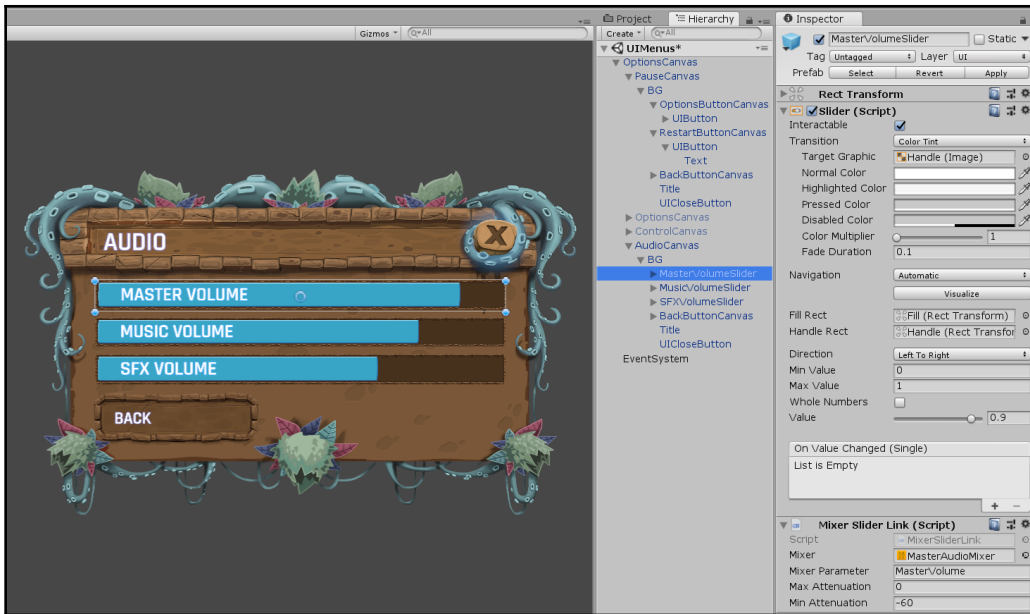
## Chapter 12: UI Interaction - Menu and Button Feedback

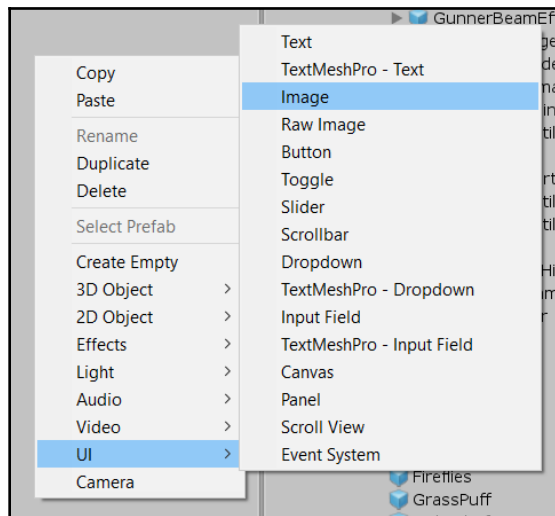
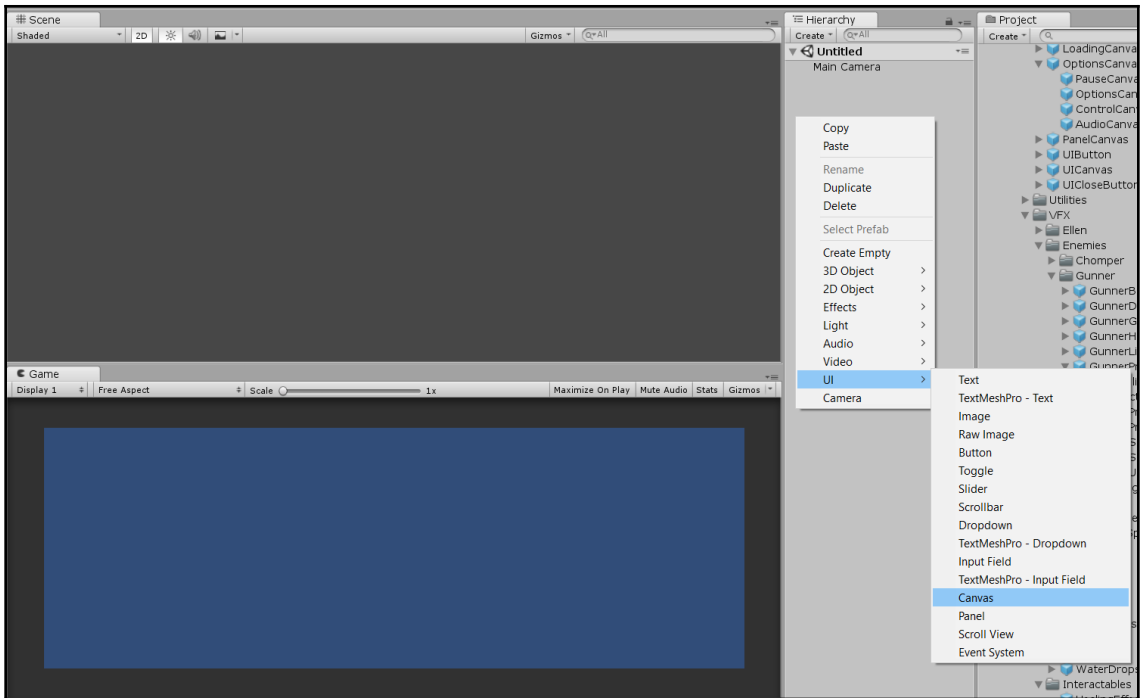


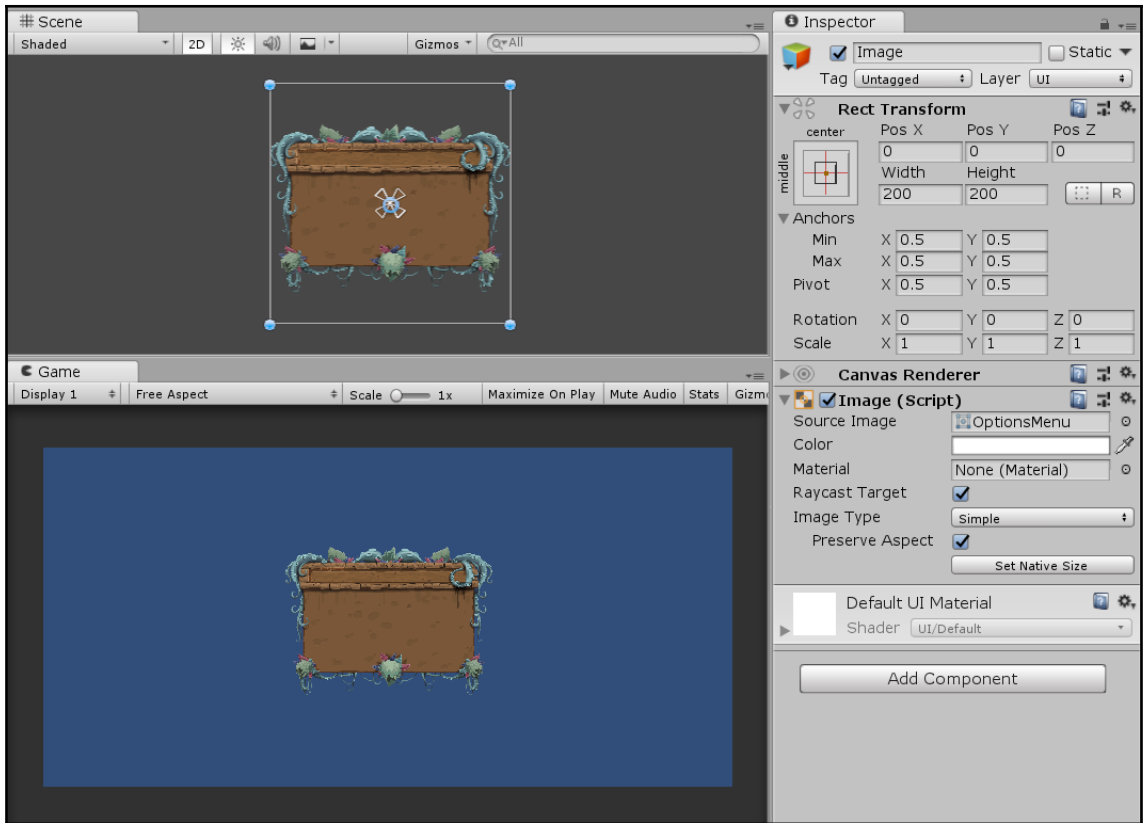




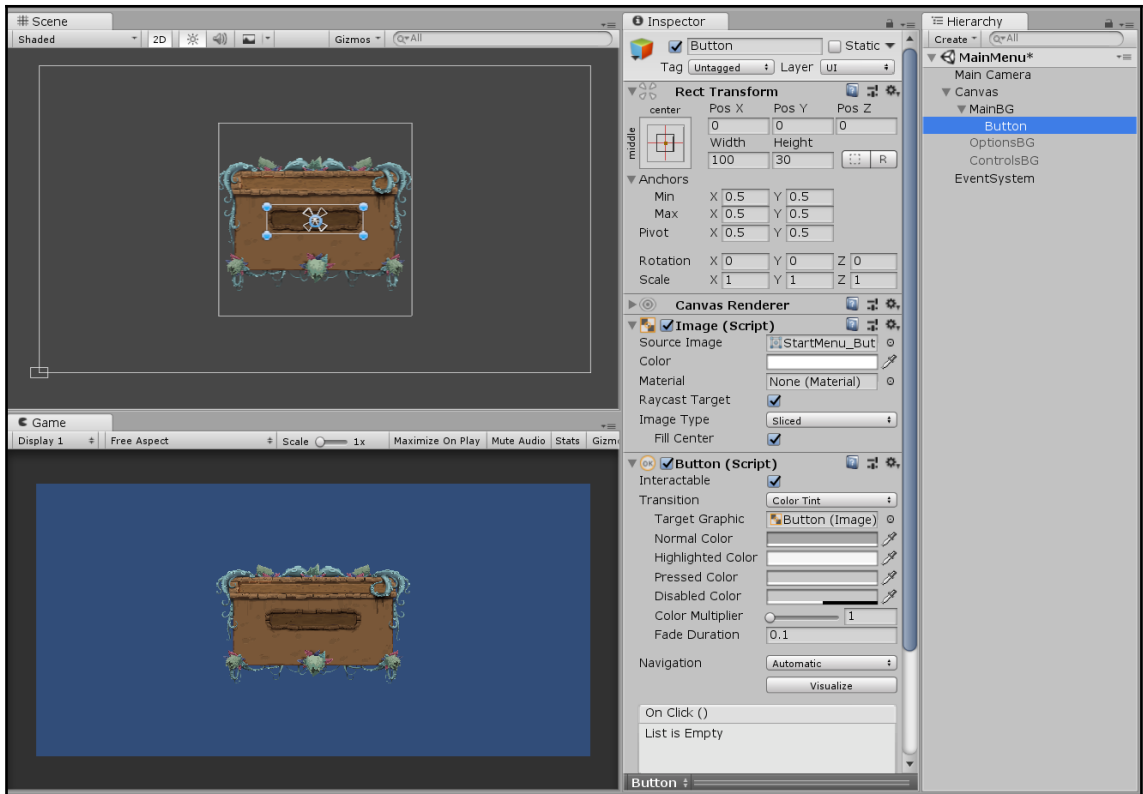


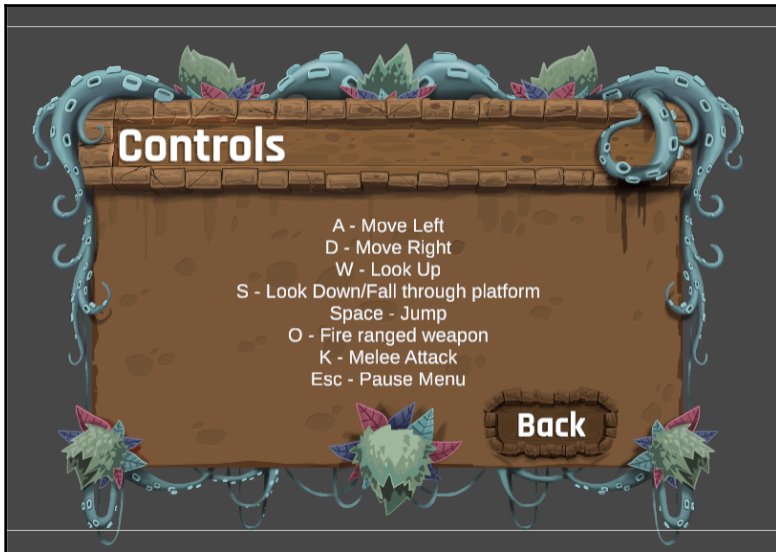
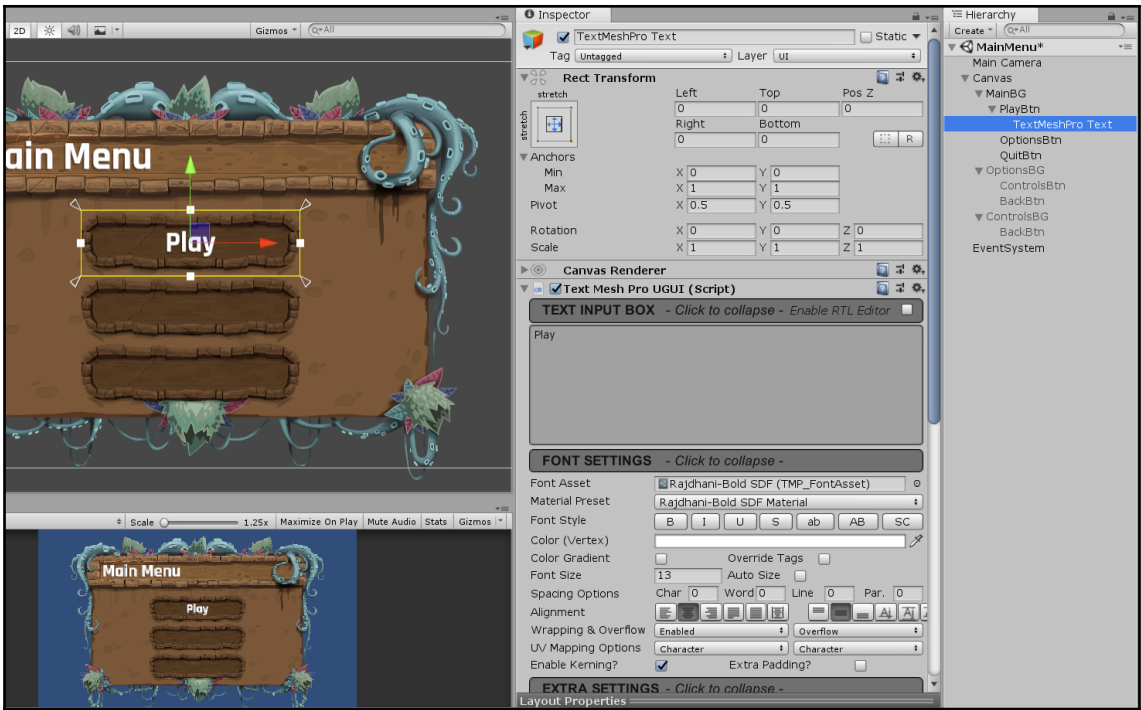


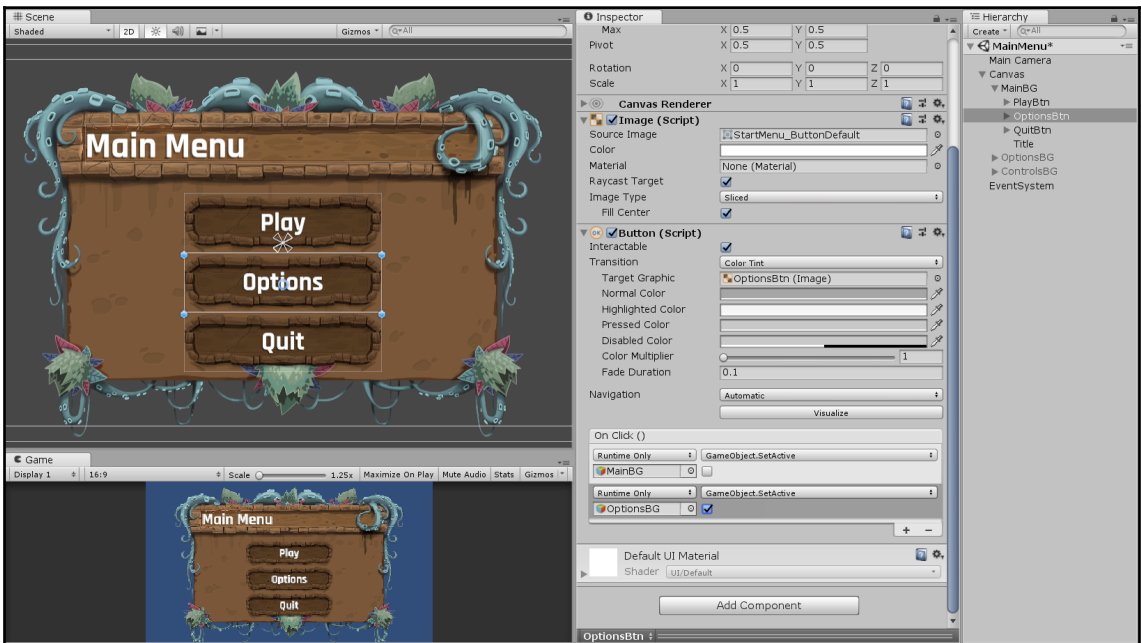
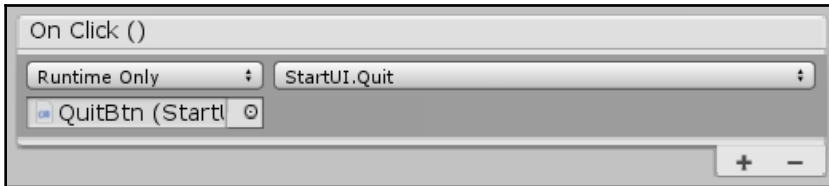
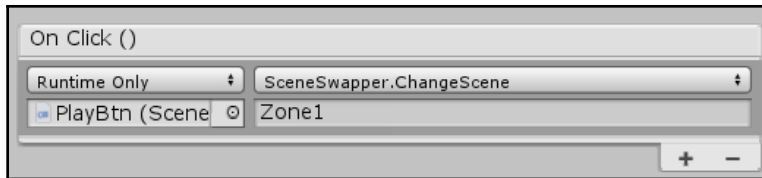


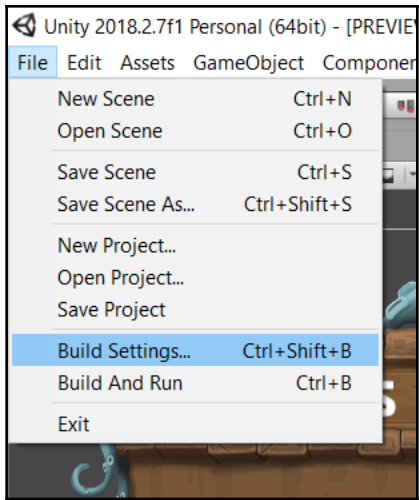


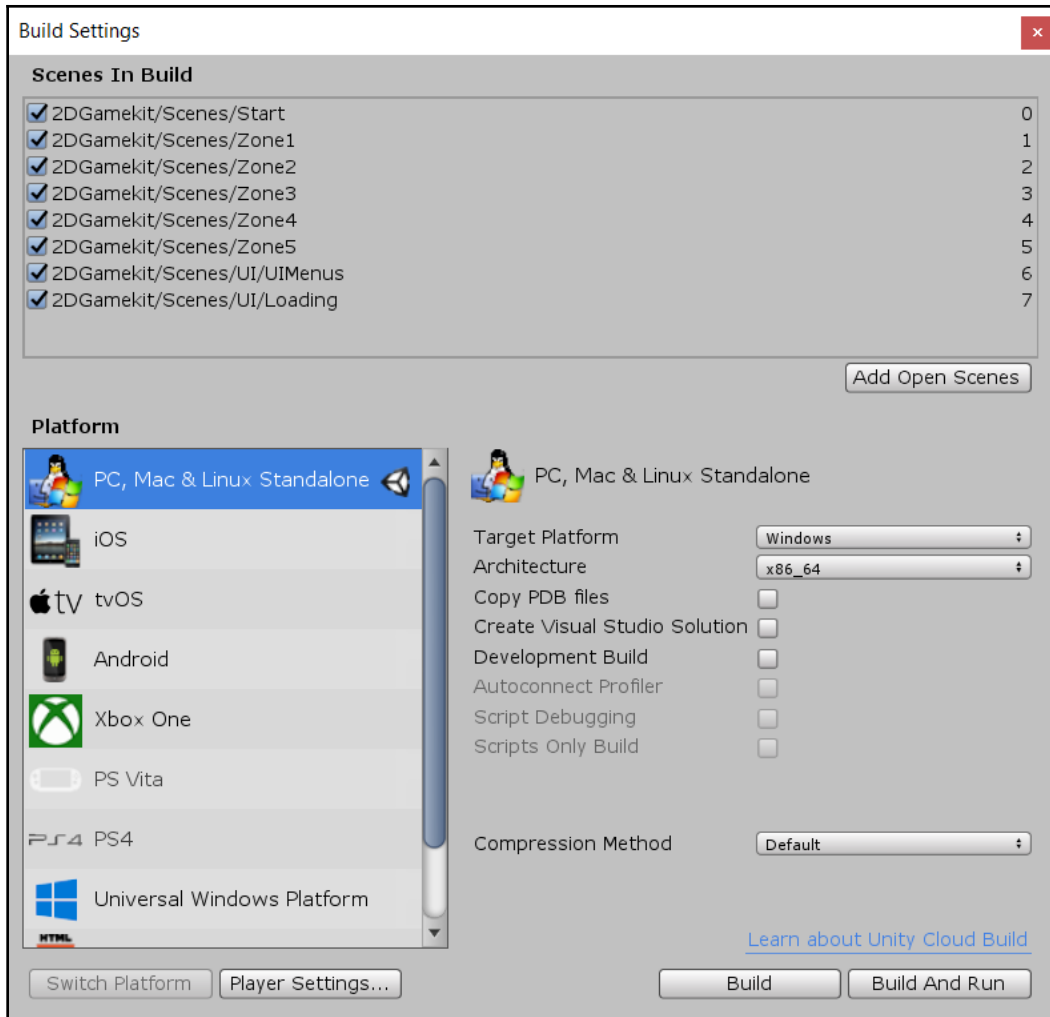


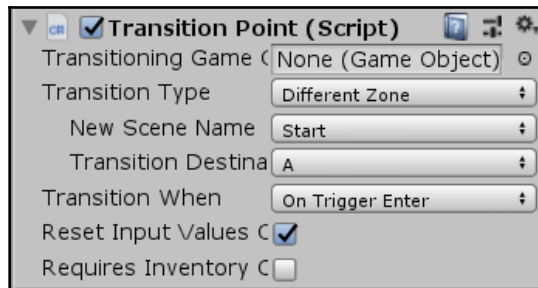
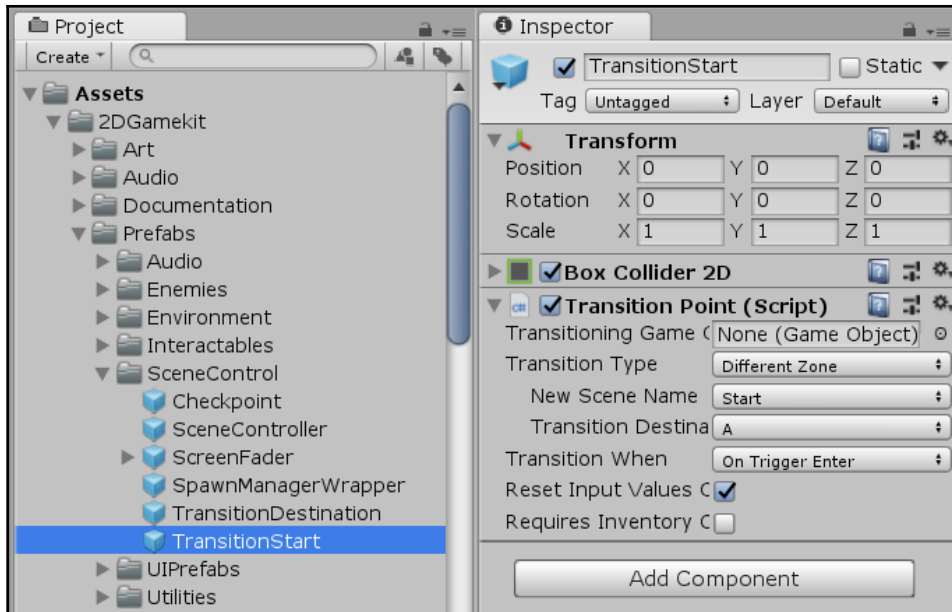


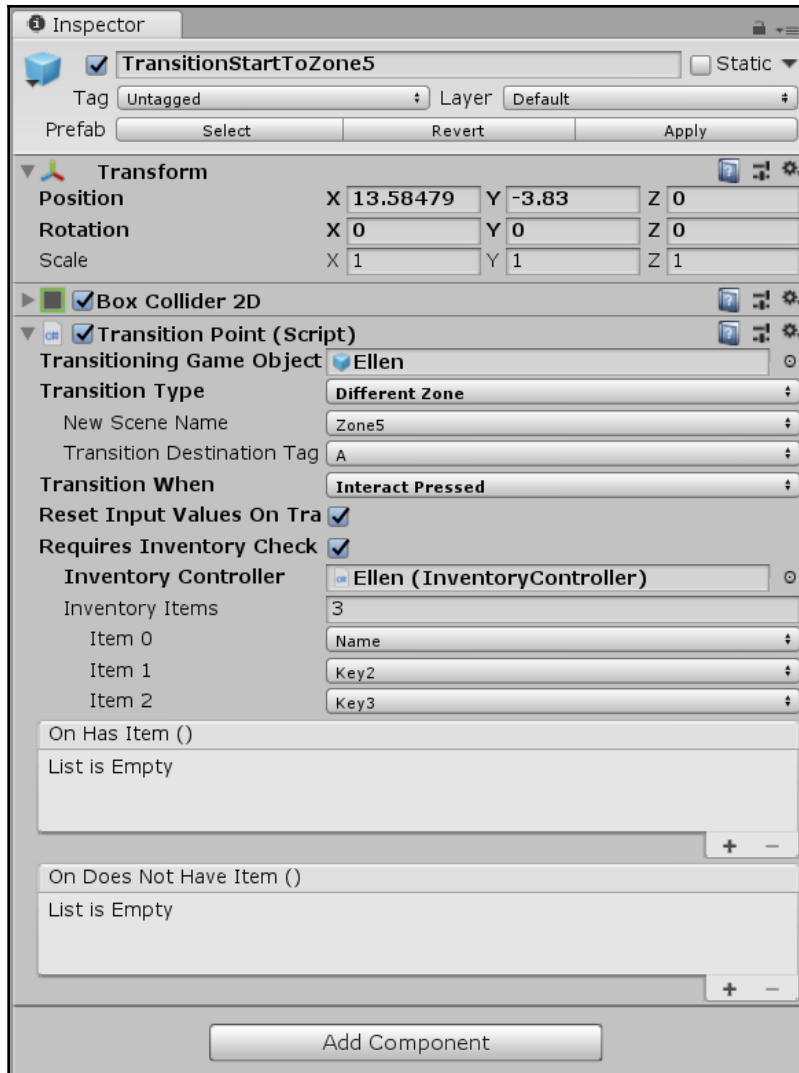


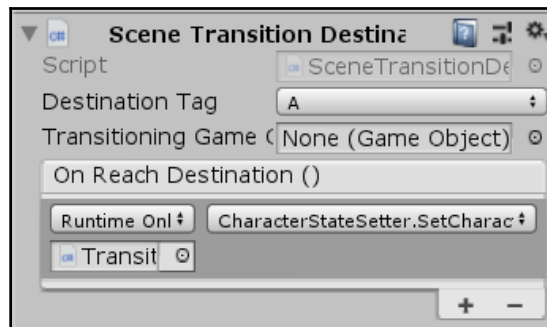
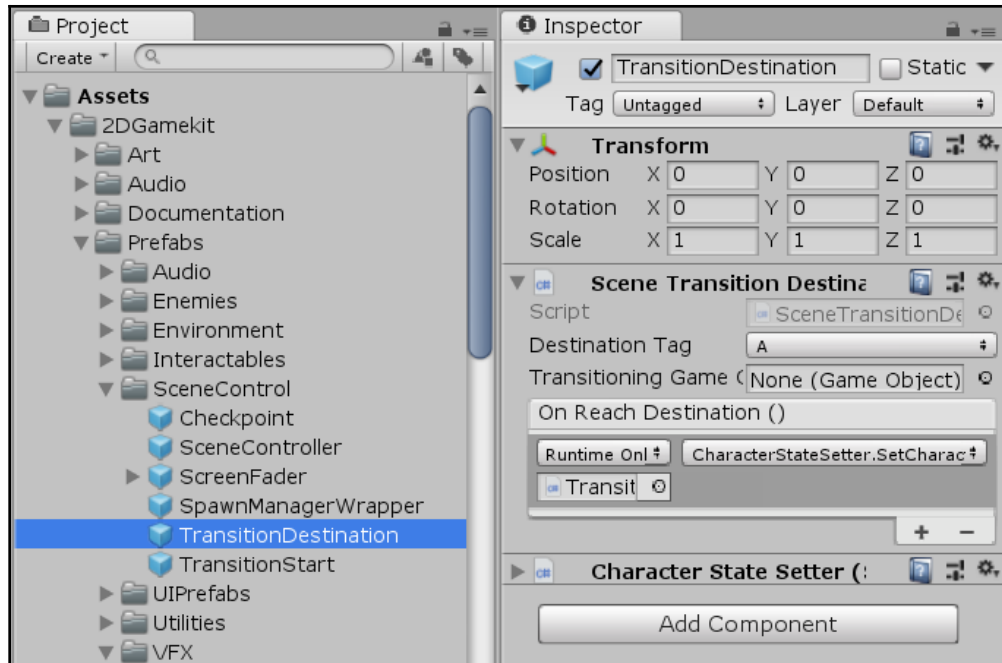










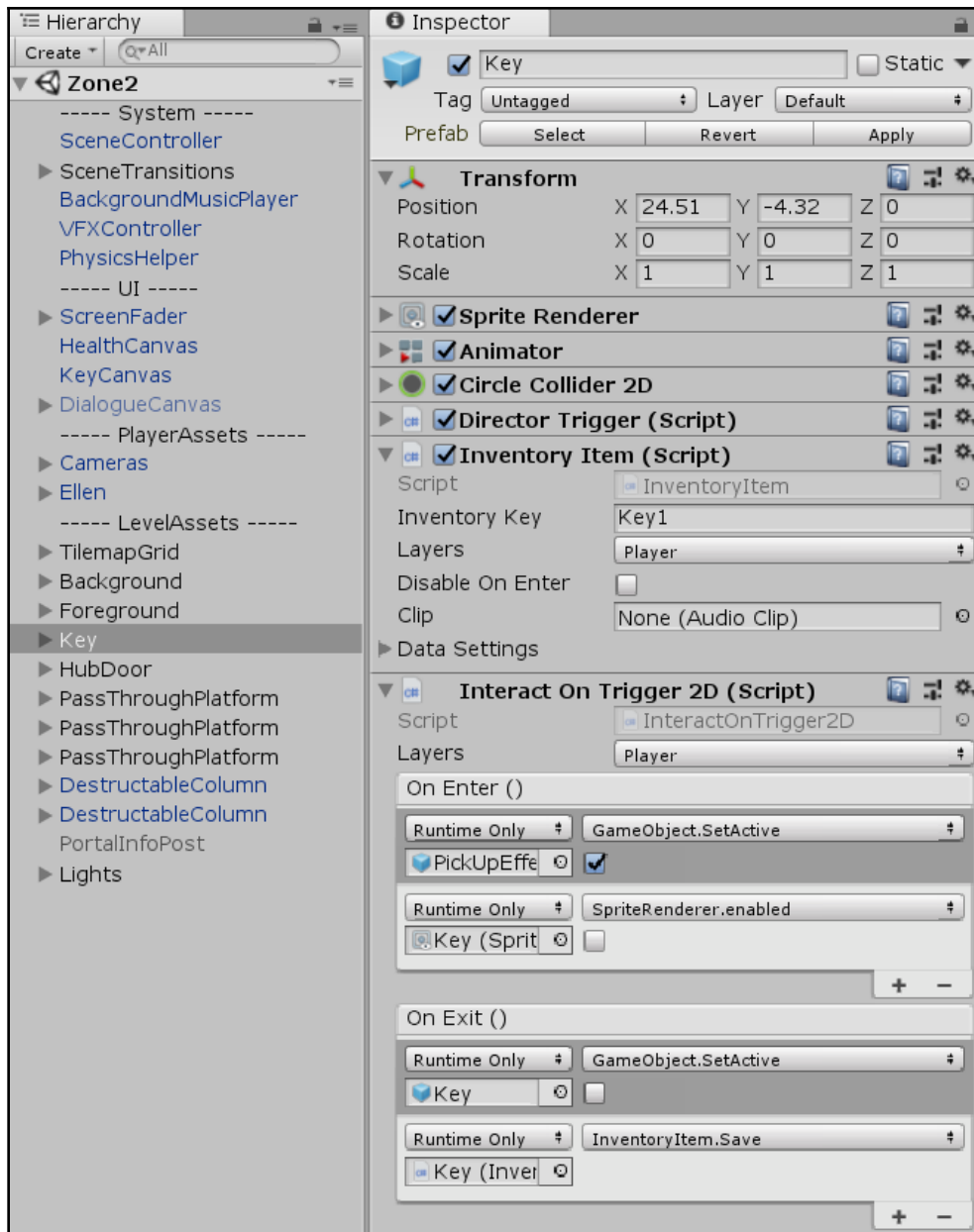


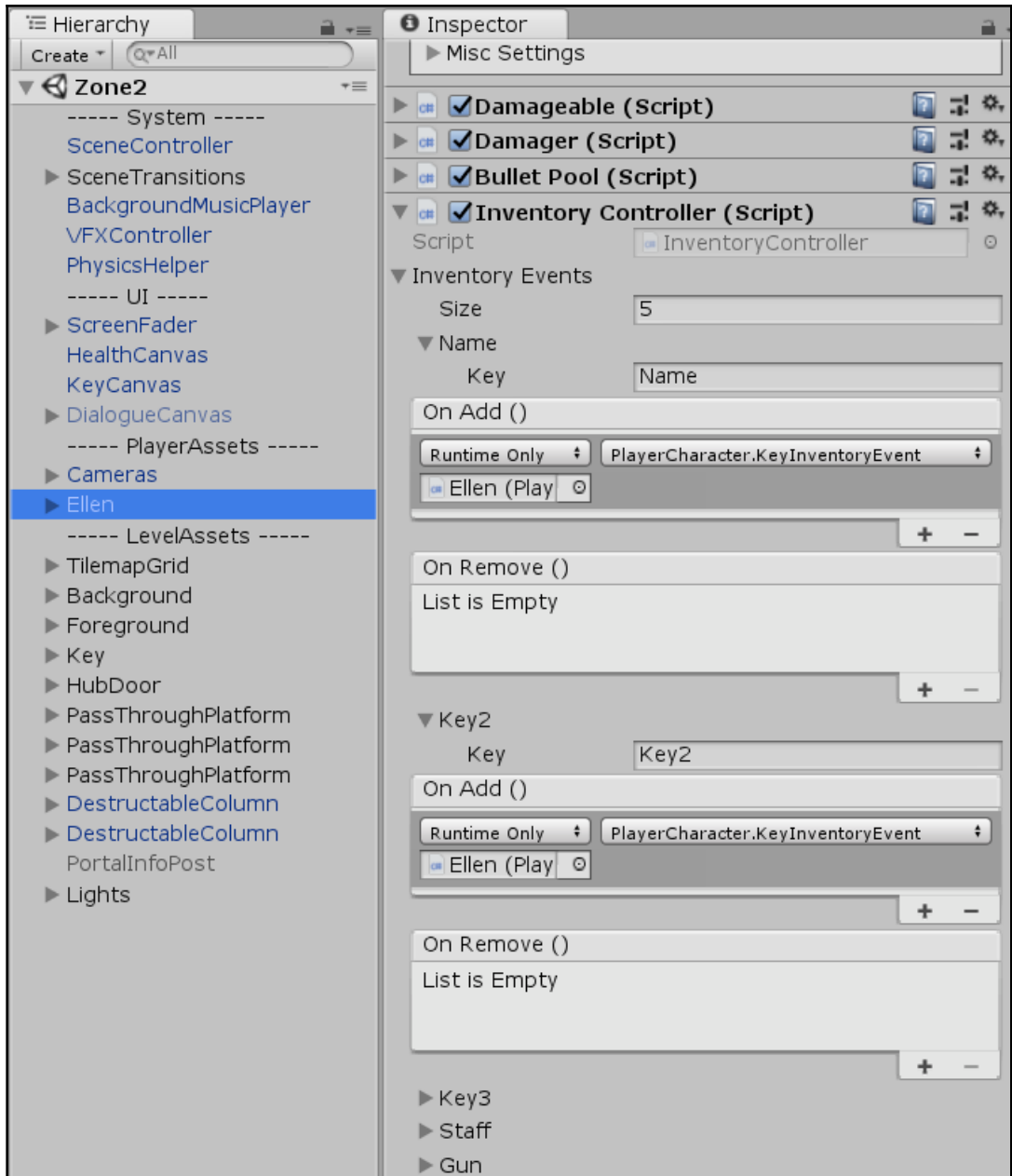


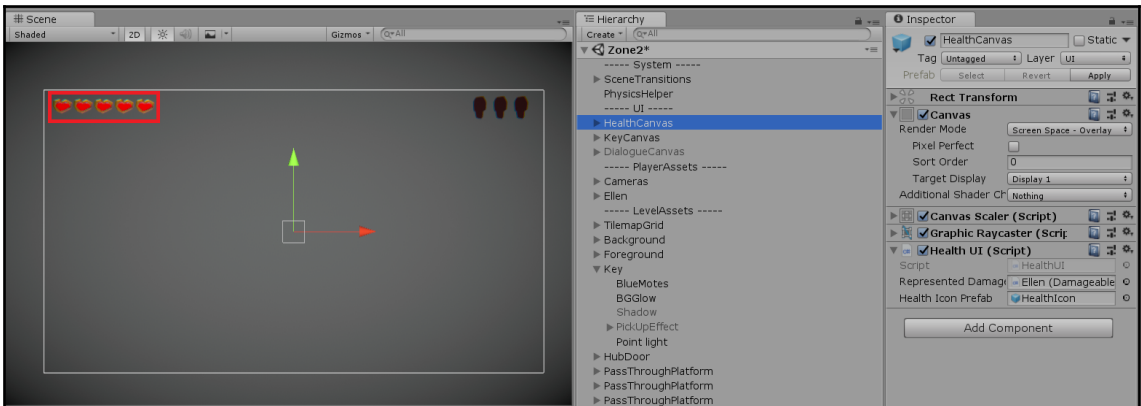
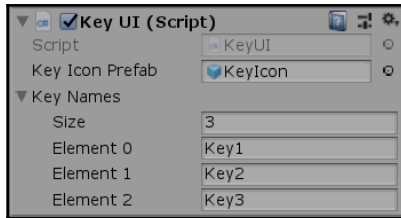
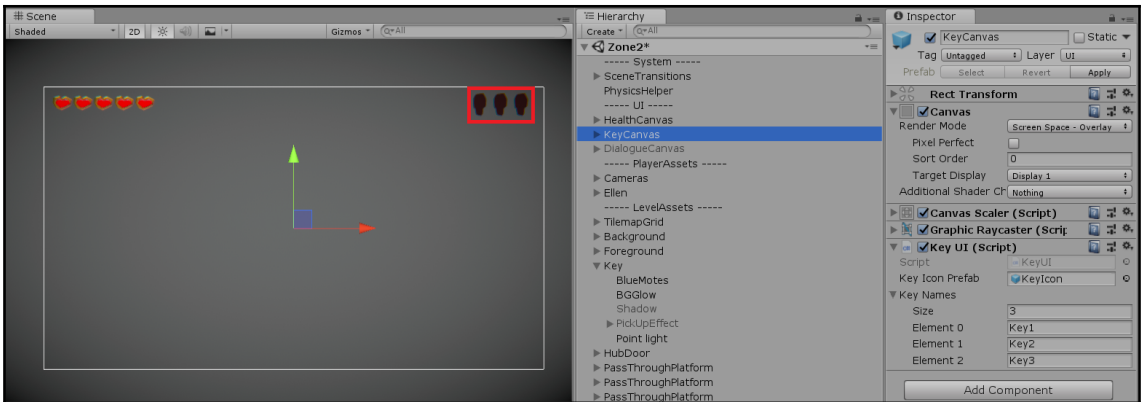
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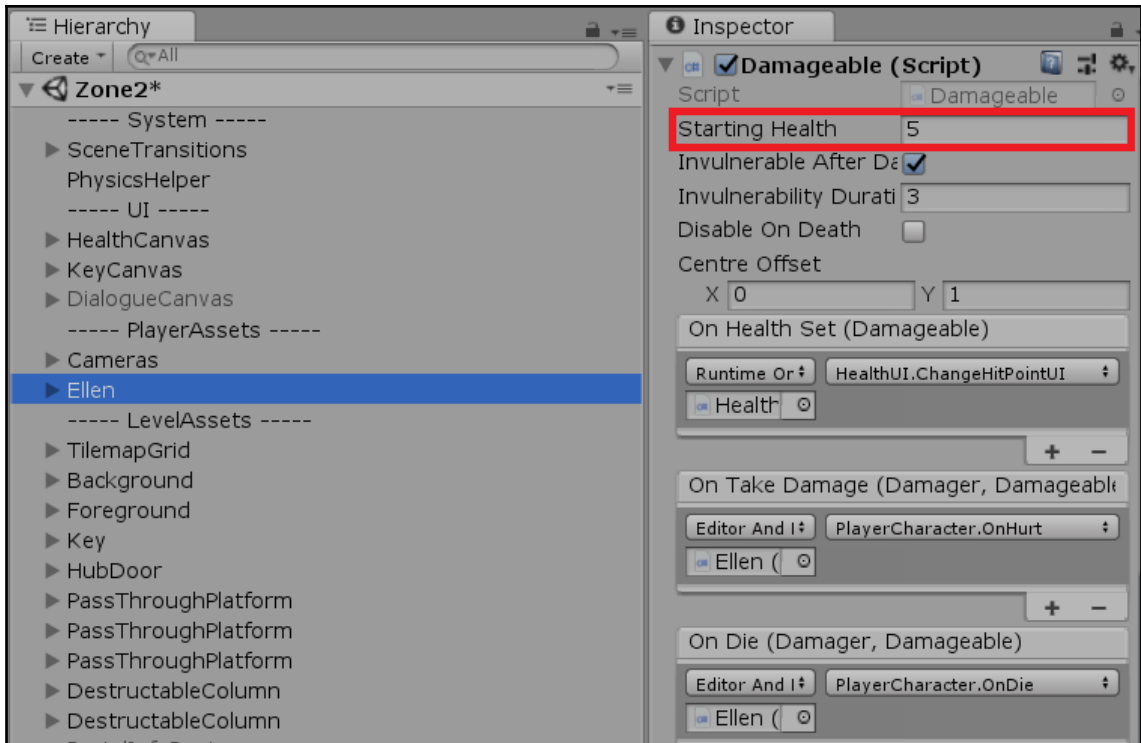
## Chapter 13: Gameplay HUD - Player UI and Dialog Box

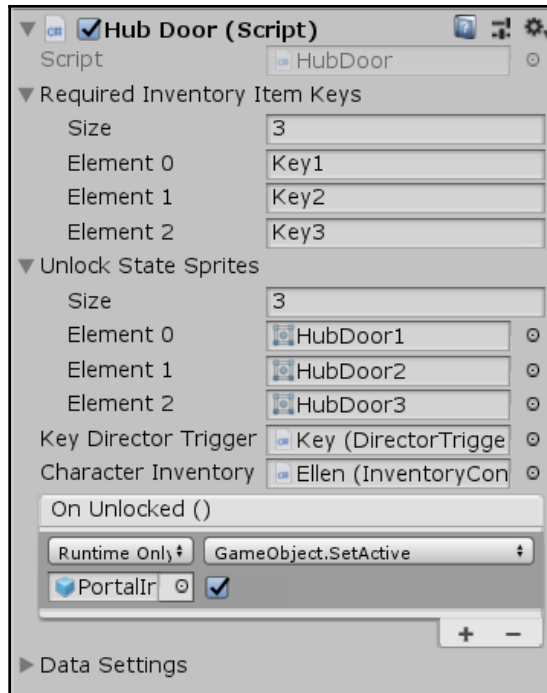






















### Interact On Button 2D (Script)

Script: InteractOnButton2D  
Layers: Player

**On Enter ()**

- Runtime Only: DialogueCanvasController.ActivateCanvasWithTranslatedText
- DialogueCanvas: INFOPOST1
- Runtime Only: AudioSource.Play
- InfoPost (Audio): InfoPost (Audio)
- Runtime Only: SpriteRenderer.sprite
- InfoPost (Sprite): InfoSign\_1
- Runtime Only: GameObject.SetActive
- Point light:

**On Exit ()**

- Runtime Only: DialogueCanvasController.DeactivateCanvasWithDelay
- DialogueCanvas: 1
- Runtime Only: SpriteRenderer.sprite
- InfoPost (Sprite): InfoSign\_0
- Runtime Only: GameObject.SetActive
- Point light:
- Runtime Only: AudioSource.Stop
- InfoPost (Audio): InfoPost (Audio)

Inventory Checks

### Interact On Trigger (Script)

Script: InteractOnTrigger  
Layers: Player

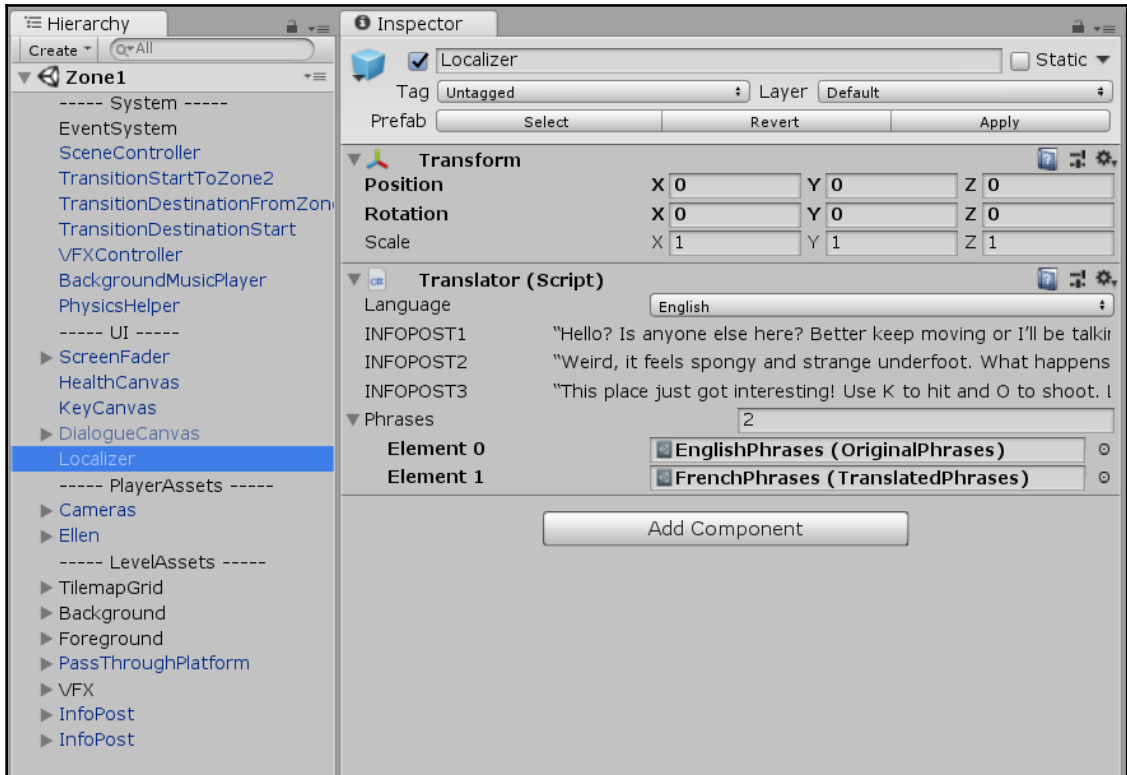
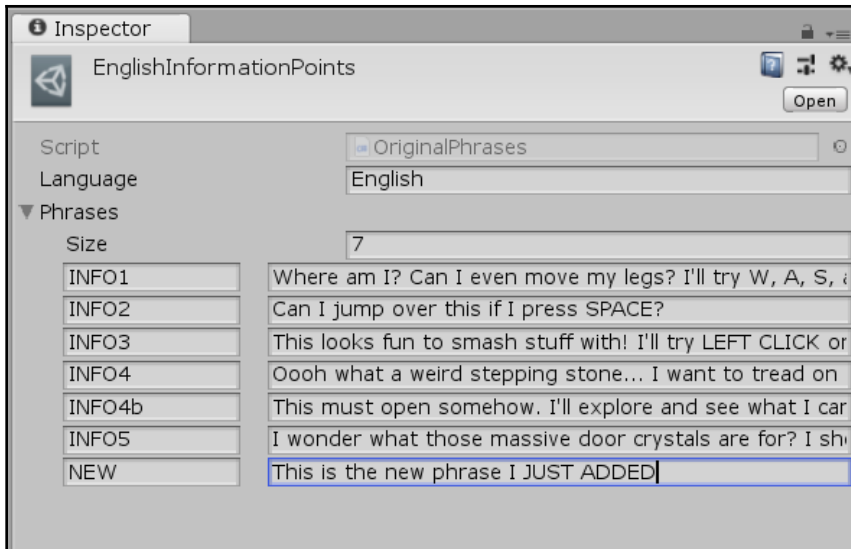
**On Enter ()**

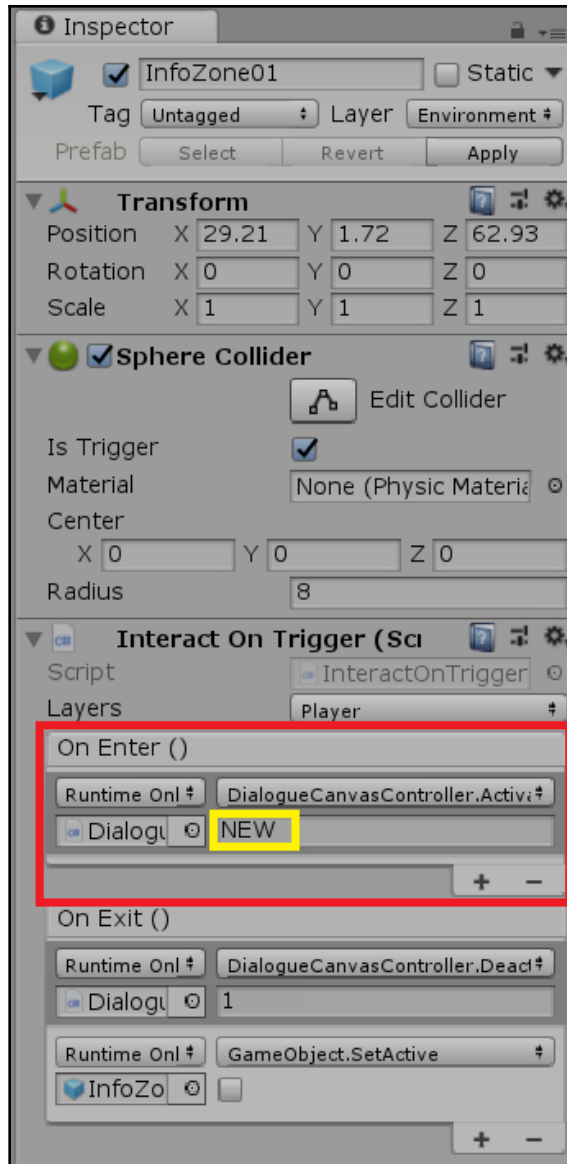
- Runtime Only: DialogueCanvasController.ActivateCanvasWithTranslatedText
- DialogueCanvas: INFO1

**On Exit ()**

- Runtime Only: DialogueCanvasController.DeactivateCanvasWithDelay
- DialogueCanvas: 1
- Runtime Only: GameObject.SetActive
- InfoZone01:

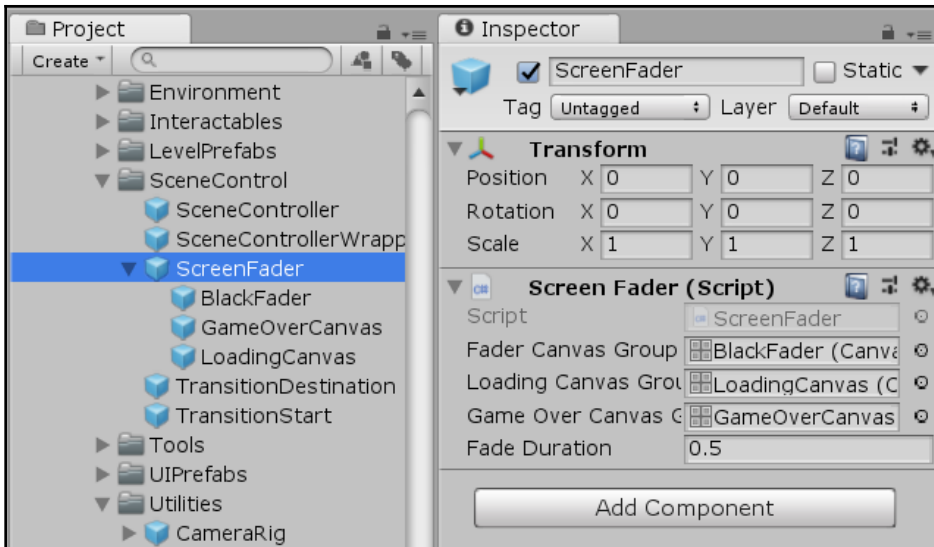
Inventory Checks



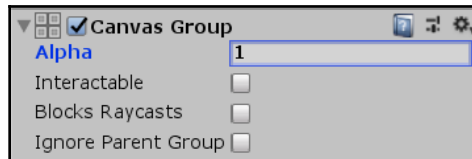
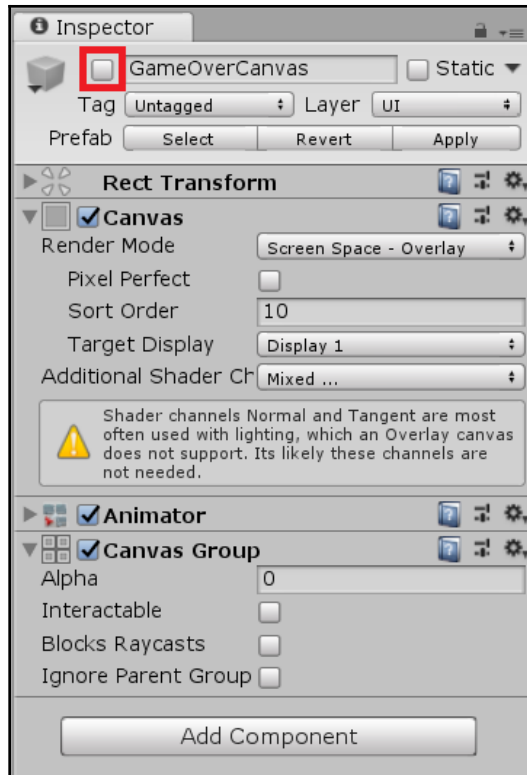




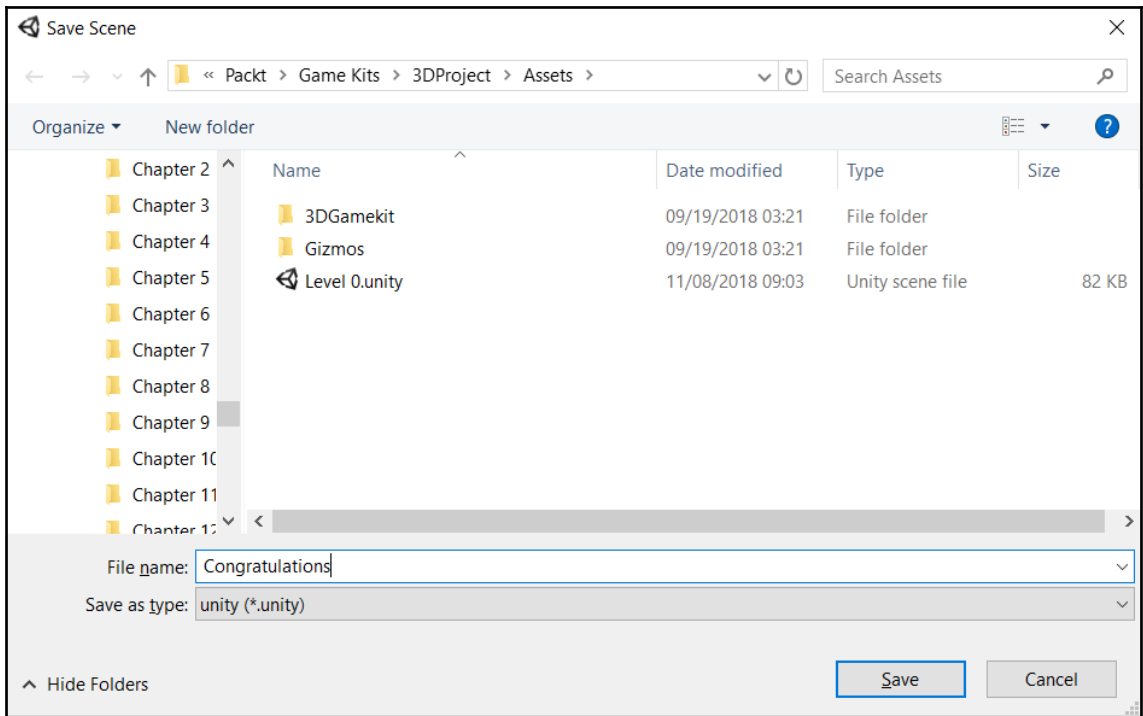


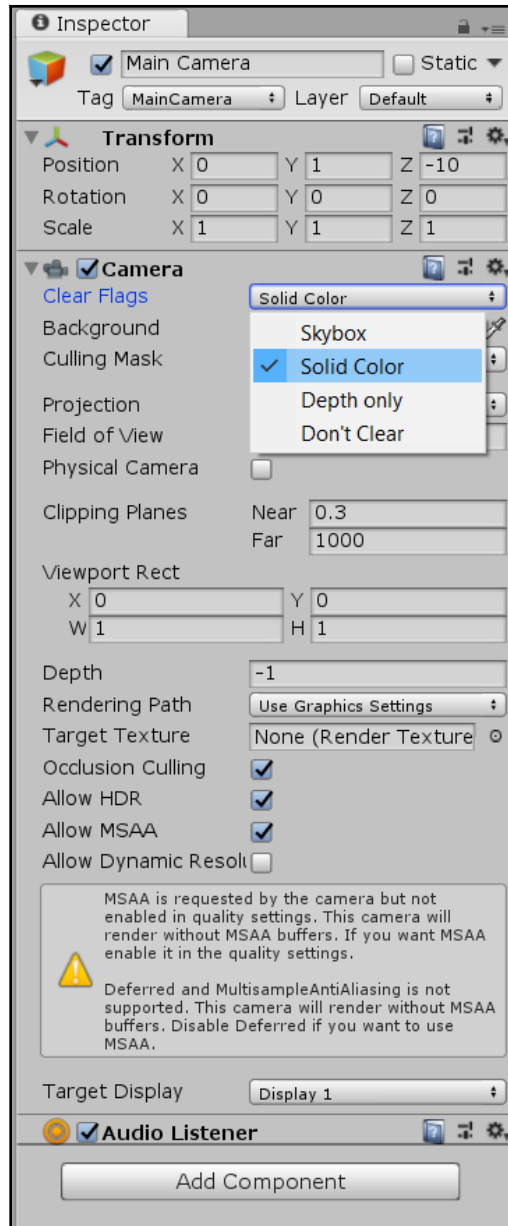


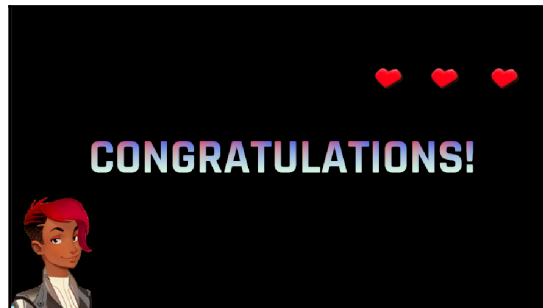
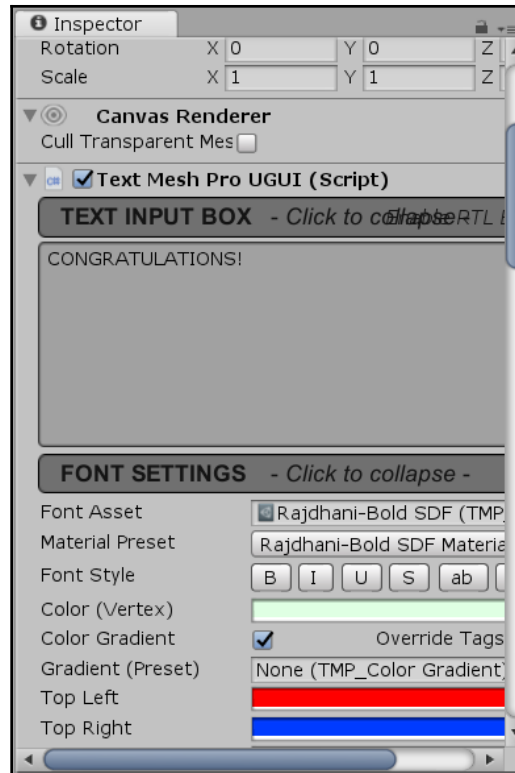
- ▼ ScreenFader
  - ▼ BlackFader
    - ScreenFaderImage
  - ▼ GameOverCanvas
    - Image
    - BlackBar
    - BlackBar
    - GameOverText
    - GameOverEllen
  - ▼ LoadingCanvas
    - Image
    - BlackBar
    - BlackBar
    - LoadingText
    - LoadingChomper





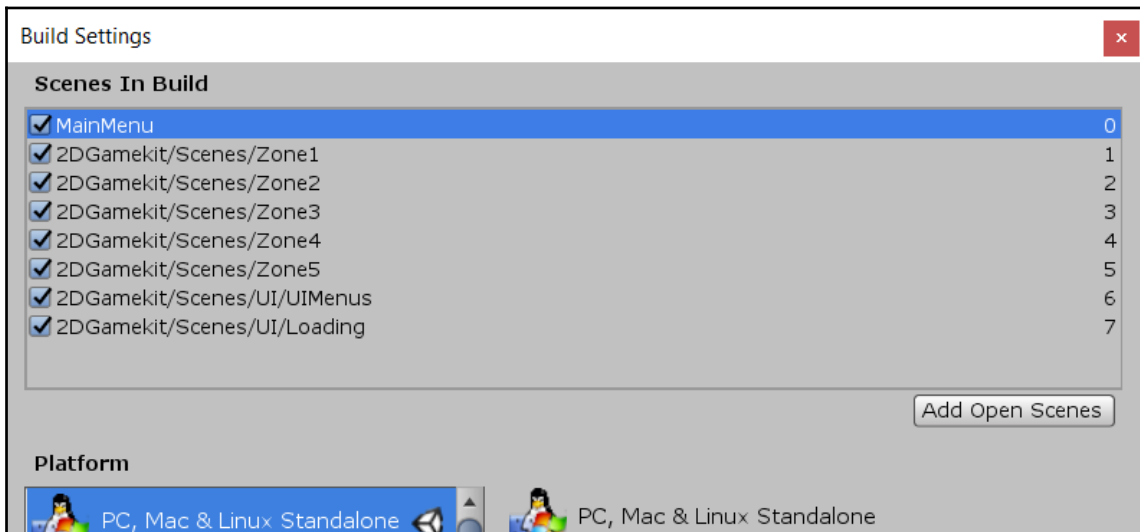
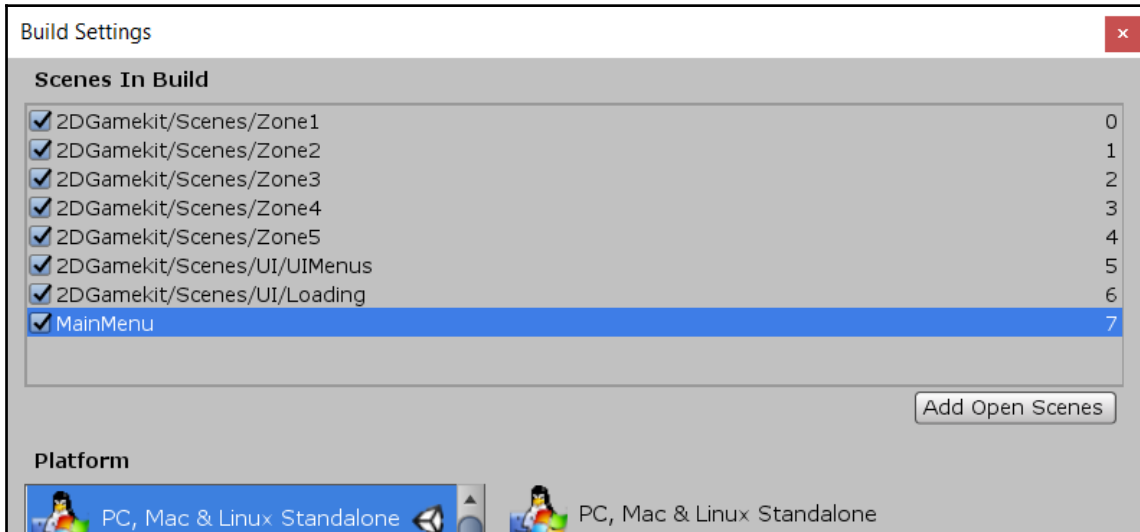






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# Chapter 14: Project End - Platform Selection and Building



Build Settings

### Scenes In Build

<input checked="" type="checkbox"/> MainMenu	0
<input checked="" type="checkbox"/> 2DGamekit/Scenes/Zone1	1
<input checked="" type="checkbox"/> 2DGamekit/Scenes/Zone2	2
<input checked="" type="checkbox"/> 2DGamekit/Scenes/Zone3	3
<input checked="" type="checkbox"/> 2DGamekit/Scenes/Zone4	4
<input checked="" type="checkbox"/> 2DGamekit/Scenes/Zone5	5
<input checked="" type="checkbox"/> 2DGamekit/Scenes/UI/UIMenus	6
<input checked="" type="checkbox"/> 2DGamekit/Scenes/UI/Loading	7

Add Open Scenes

### Platform

PC, Mac & Linux Standalone

Target Platform: Windows

Architecture: x86\_64

Copy PDB files:

Create Visual Studio Solution:

Development Build:

Autoconnect Profiler:

Script Debugging:

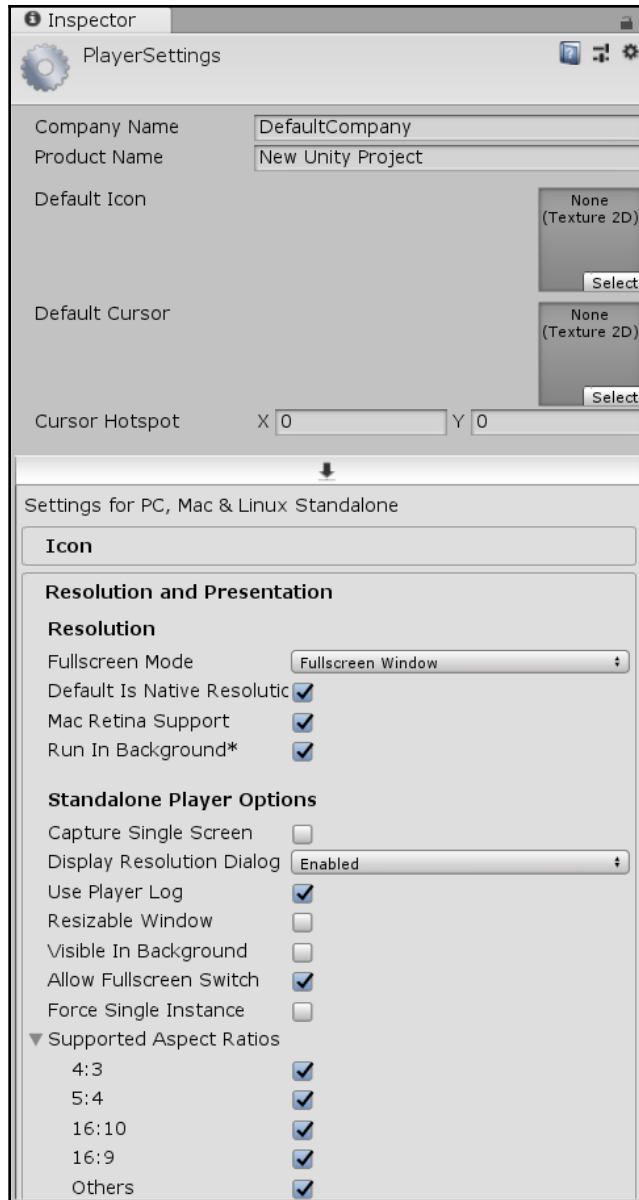
Scripts Only Build:

Compression Method: Default

[Learn about Unity Cloud Build](#)

Switch Platform Player Settings... Build Build And Run

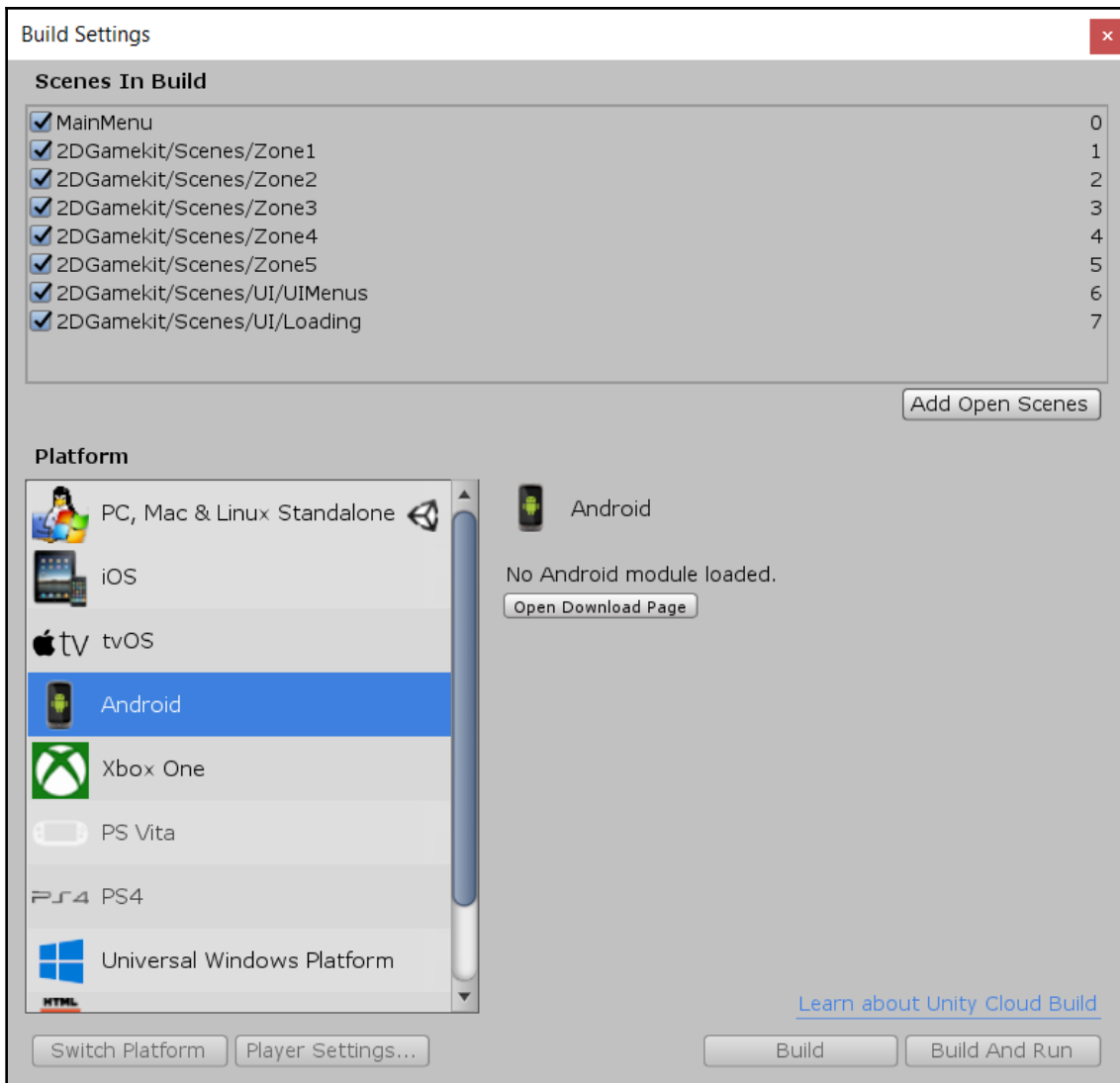


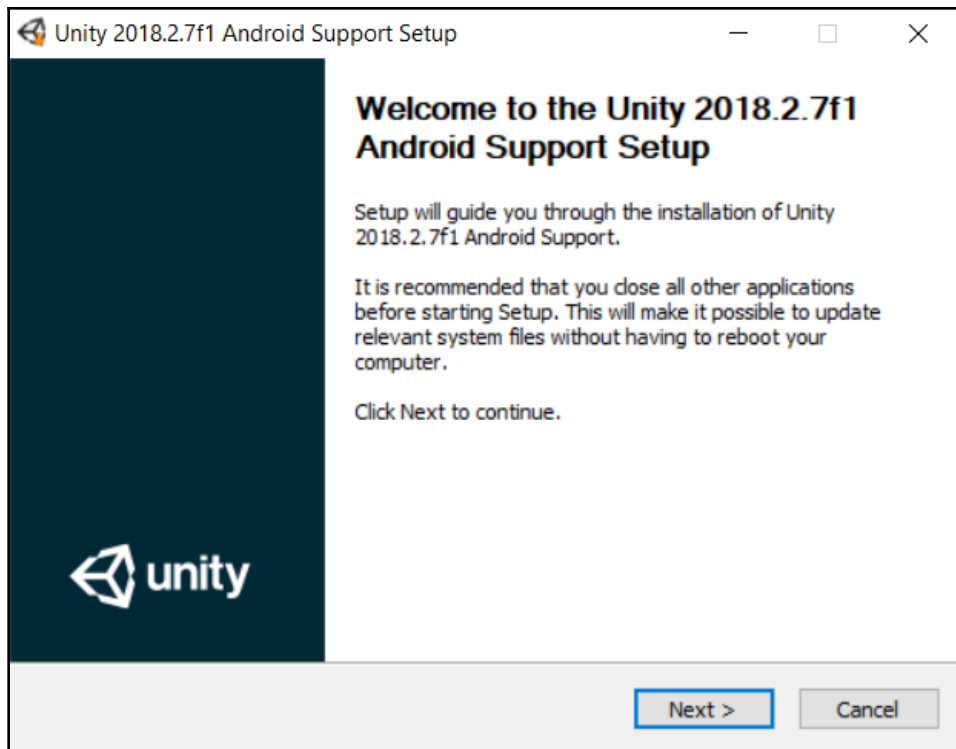


#### Identification

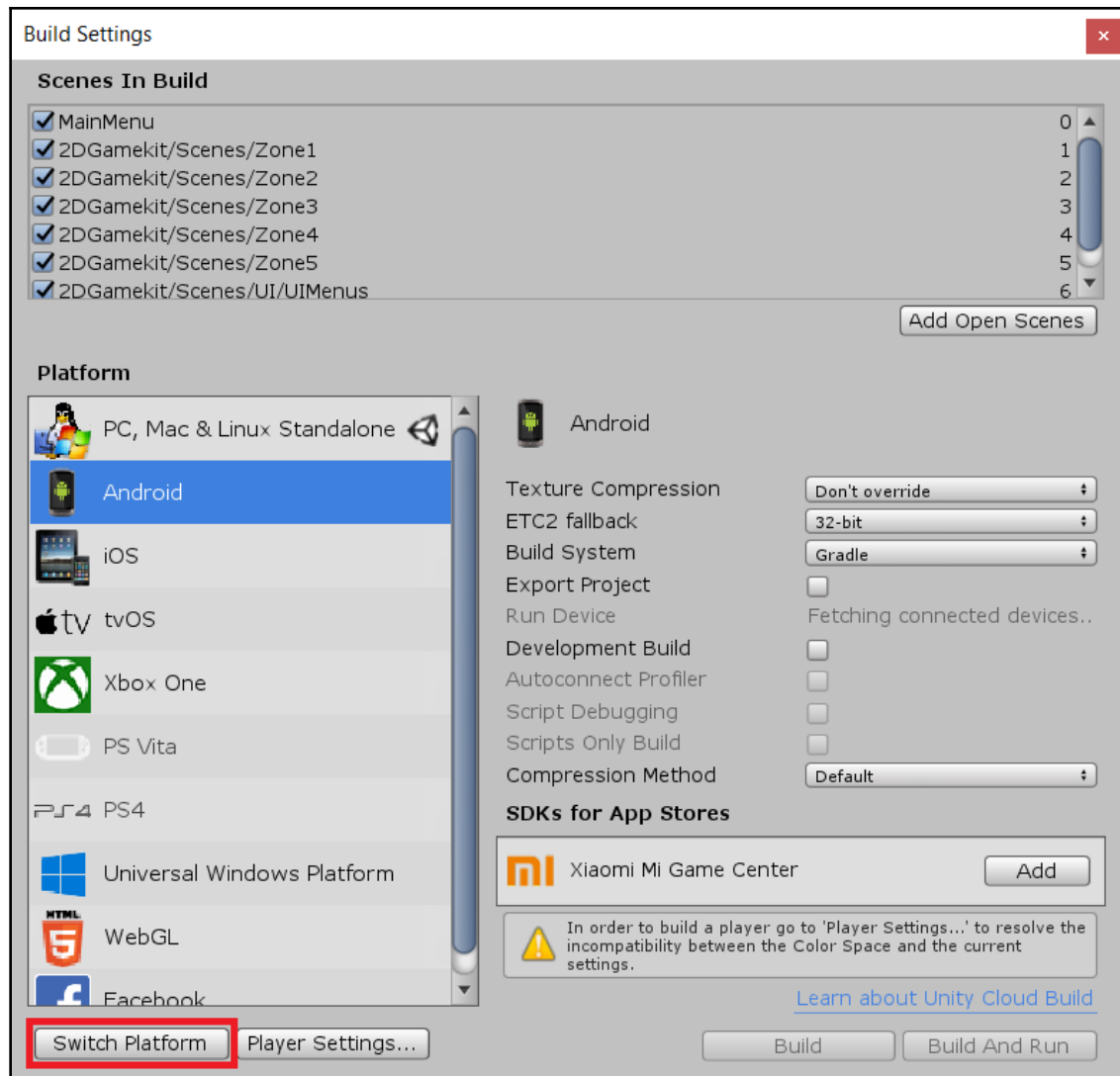
Package Name

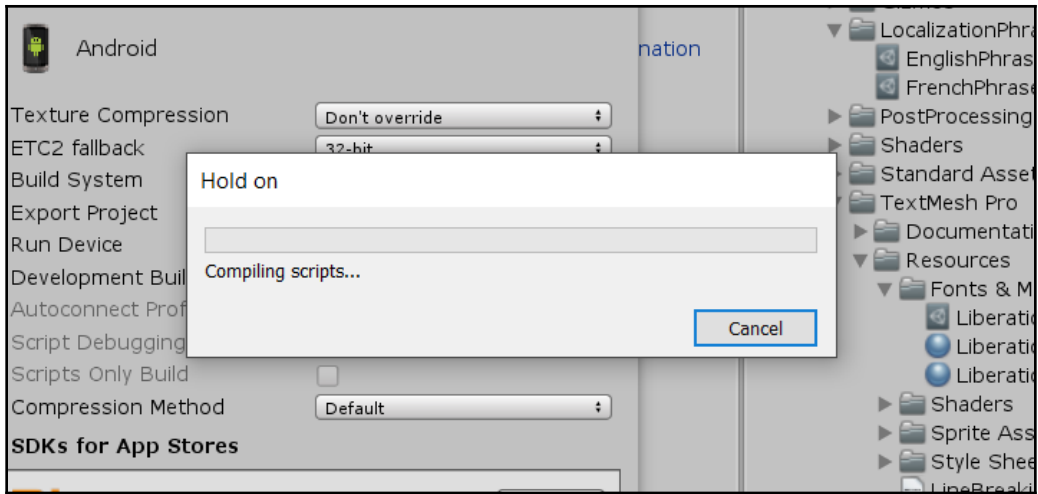
com.Company.ProductName

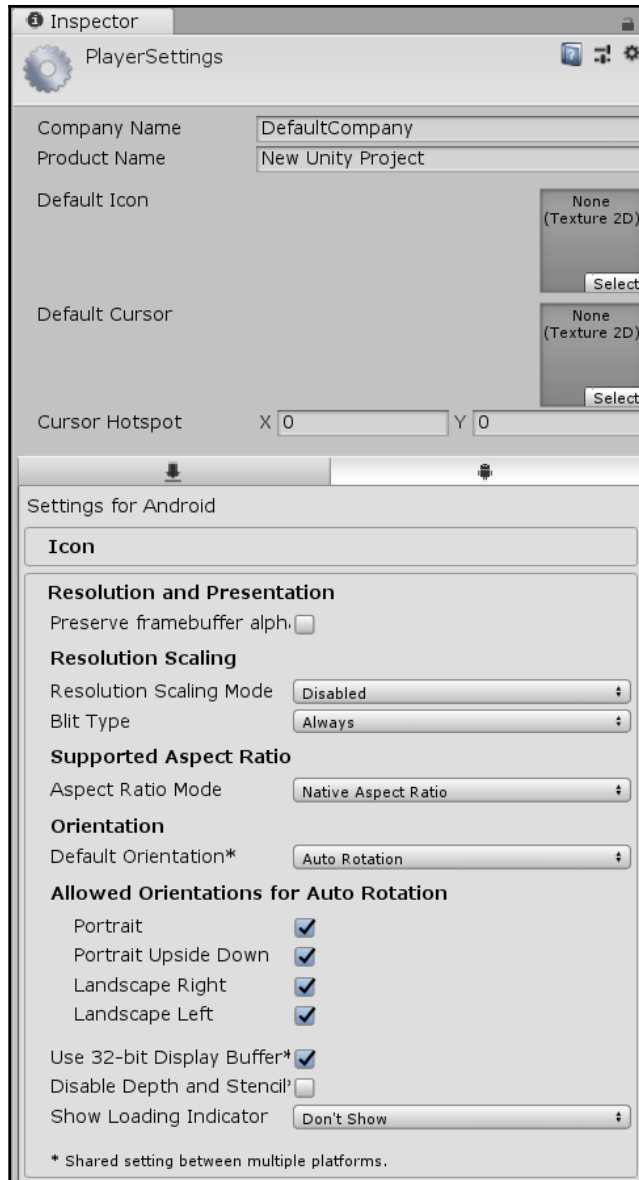


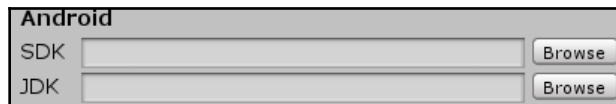
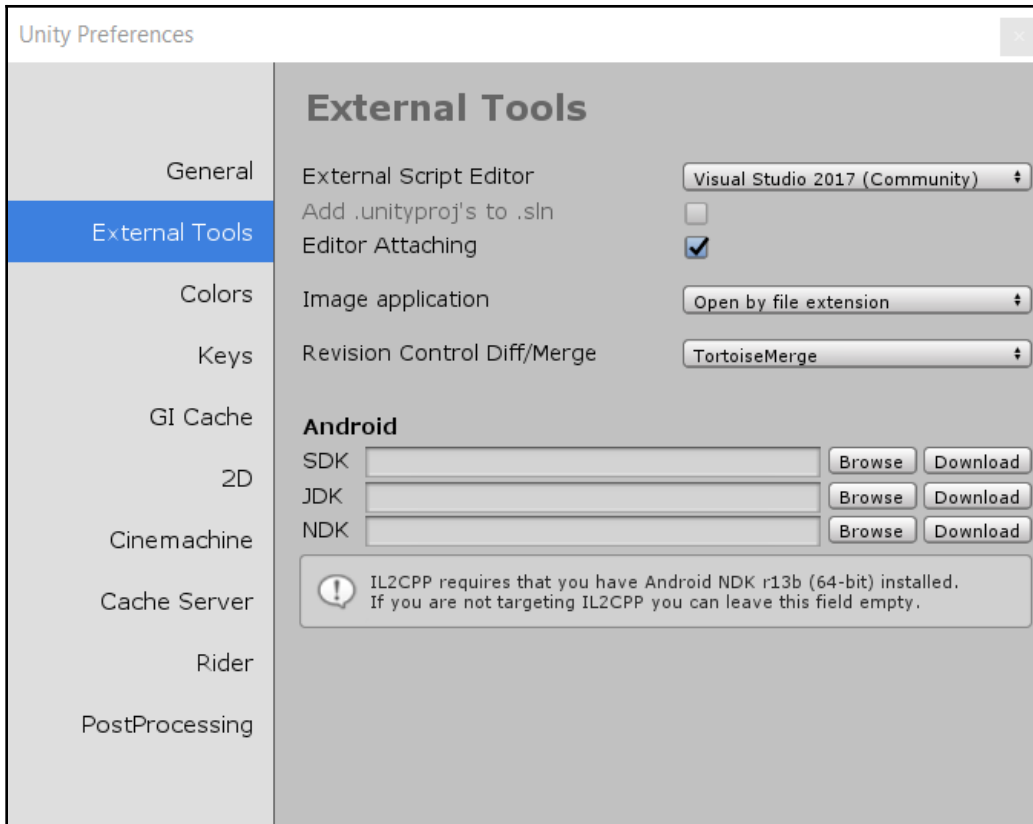


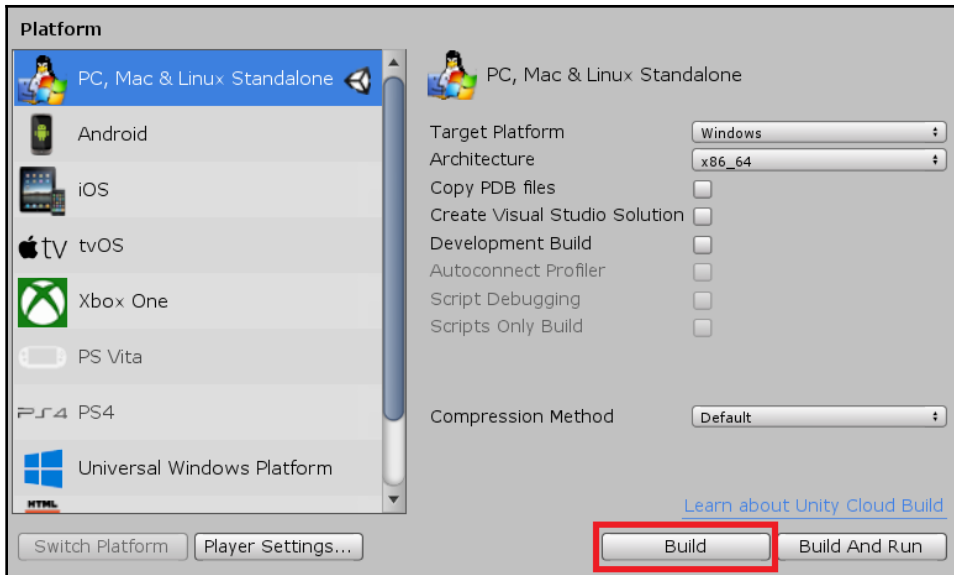













Name	Date modified	Type	Size
Mono	11/14/2018 03:56	File folder	
New Unity Project_Data	11/14/2018 03:56	File folder	
New Unity Project.exe	08/30/2018 11:04	Application	634 KB
UnityCrashHandler64.exe	08/30/2018 11:11	Application	1,365 KB
UnityPlayer.dll	08/30/2018 11:11	Application extens	22,285 KB

 In order to build a player go to 'Player Settings...' to resolve the incompatibility between the Color Space and the current settings.

