

Game Design

Visual Scripting for Unity

Documentation

www.mezanix.com



Game Design

Brief Description

Great tool for prototyping and game building

Game Design is a triggers actions system as components in the Unity game object inspector. It is Unity user friendly. Works independently,

can also communicate with diamond via these Mezanix systems: Events, DataTransfer, GameValues and Diamond's States

Game Design

Game Stuff Maker [GSM] - Collectibles

Brief Description

Tutorial about the Game Stuff Maker, applied to make a Collectible

Steps:

1. Configure your GSM and click the Make button.
2. Use it.



Game Design

Game Stuff Maker [GSM] - Collectibles

Knowledge Requirements

Basics of the Game Design user interface (Add triggers and actions to a Unity Game Object).

First tutorial: [Game Design Tutorial – Platformer2D](#)

Related tutorials

[2D Platformer Controller Maker](#)

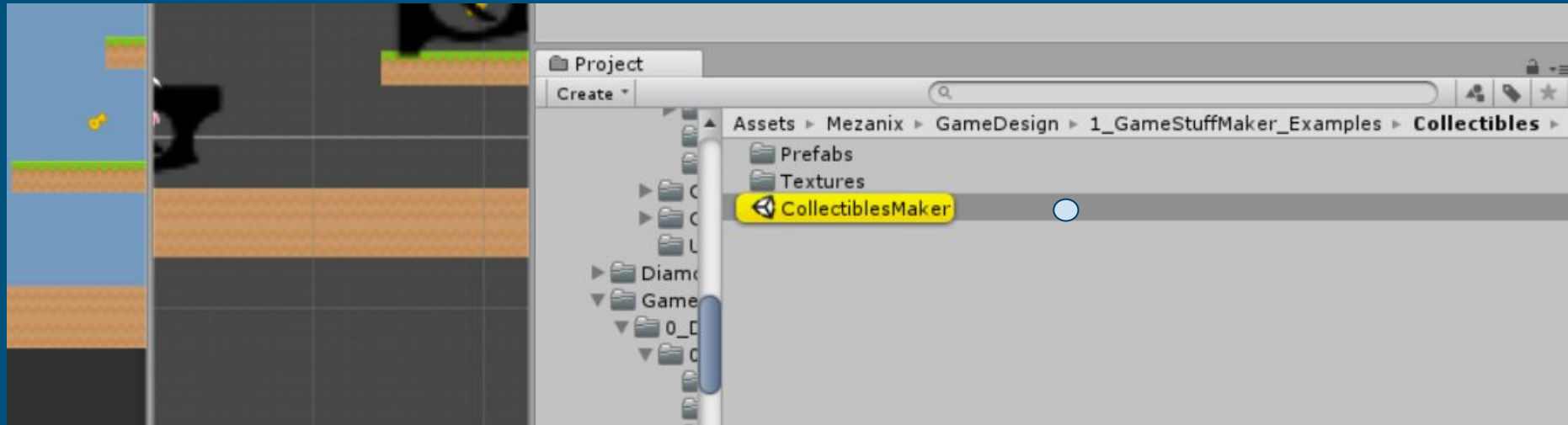
Game Design

Game Stuff Maker [GSM] - Collectibles

Resources

Resources for this tutorial are here:

Assets\Mezanix\GameDesign\1_GameStuffMaker_Examples\Collectibles



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Maker

Game_Stuff_Maker

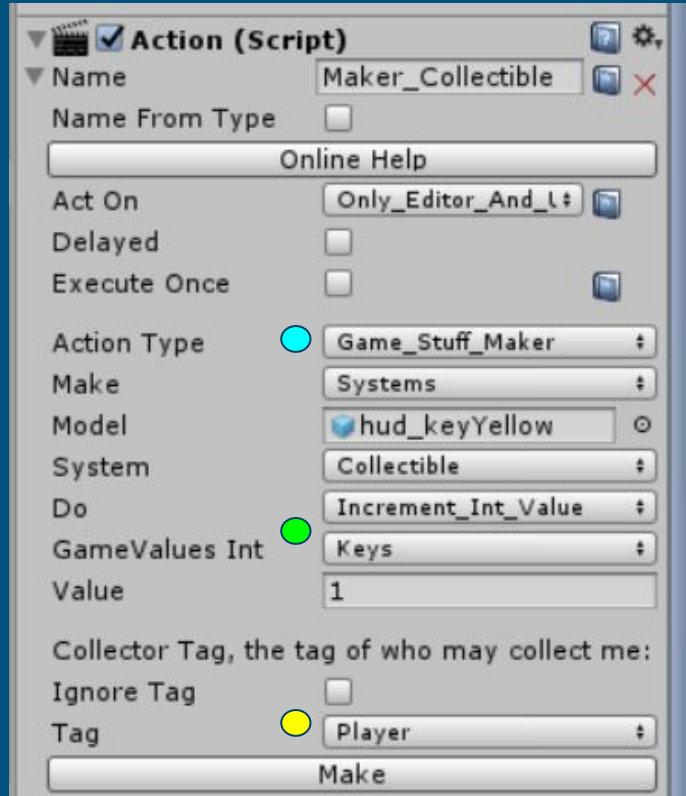
The Game Stuff Maker system lies into the Game_Stuff_Maker Action Type.

In the action type, select Game_Stuff_Maker and the interface will guide you through your choice.

In our example, we have chosen to do a system of type Collectible,

When an object of tag 'Player' touch the made collectible so this made collectible will be collected.

When the made collectible is collected the GameValues of name 'Keys' will be incremented by a Value of 1.



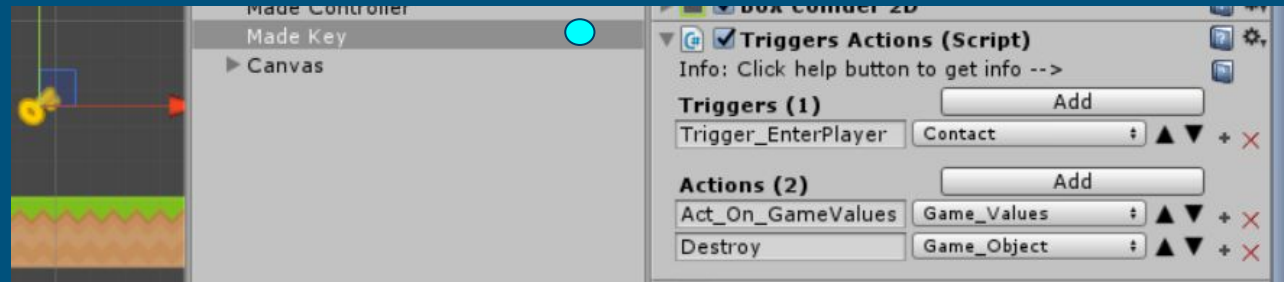
Made Collectible

Collectible

Triggers actions components of the made collectible

The resulting made collectible has triggers and actions defining its behavior.

Like any trigger action game object made manually using Game Design, the made collectible has natural triggers actions, so it is directly reconfigurable as you wish.



Made Collectible

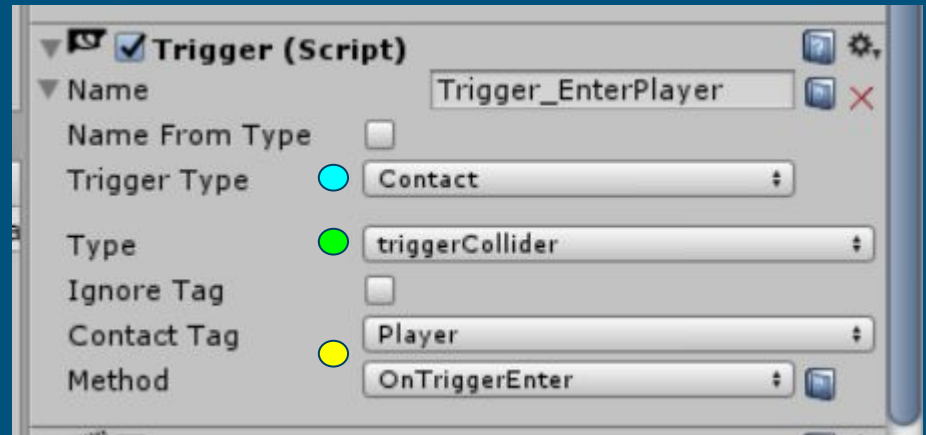
Contact Trigger

Select the made collectible in the hierarchy view

The made collectible has one Trigger (script) of type 'Contact'. This Trigger (script) is conform to the maker request.

The contact Type is 'triggerCollider'.

The contact trigger method is 'OnTriggerEnter.'
Objects of tag 'Player' can trigger this contact.

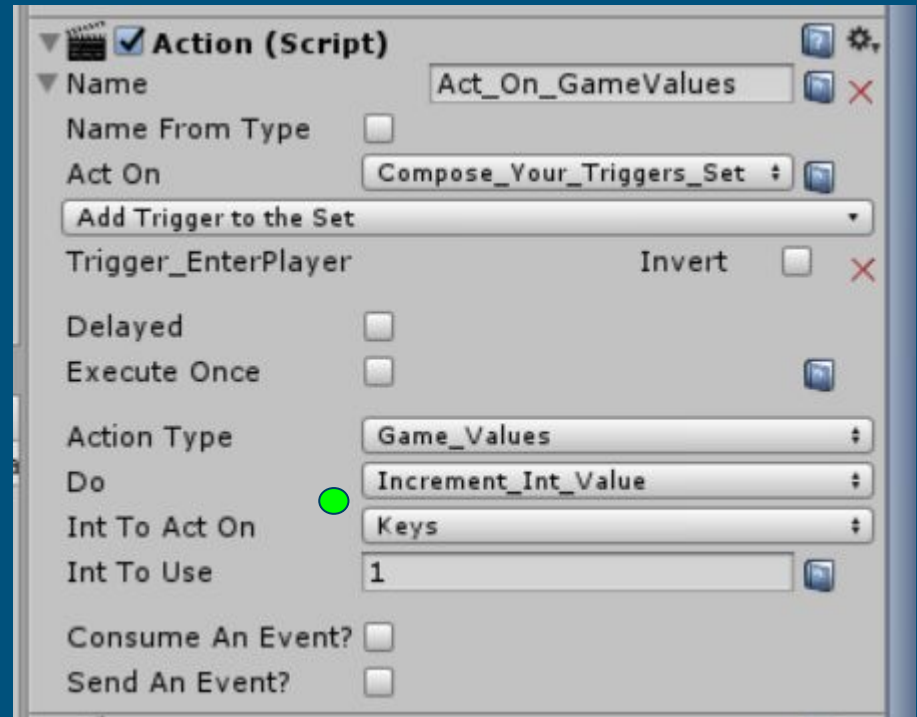


Made Collectible

Game Values Action

Select the made collectible in the hierarchy view

As requested by the maker:
When the made collectible is collected the
GameValues of name 'Keys' will be incremented
by a Value of 1.

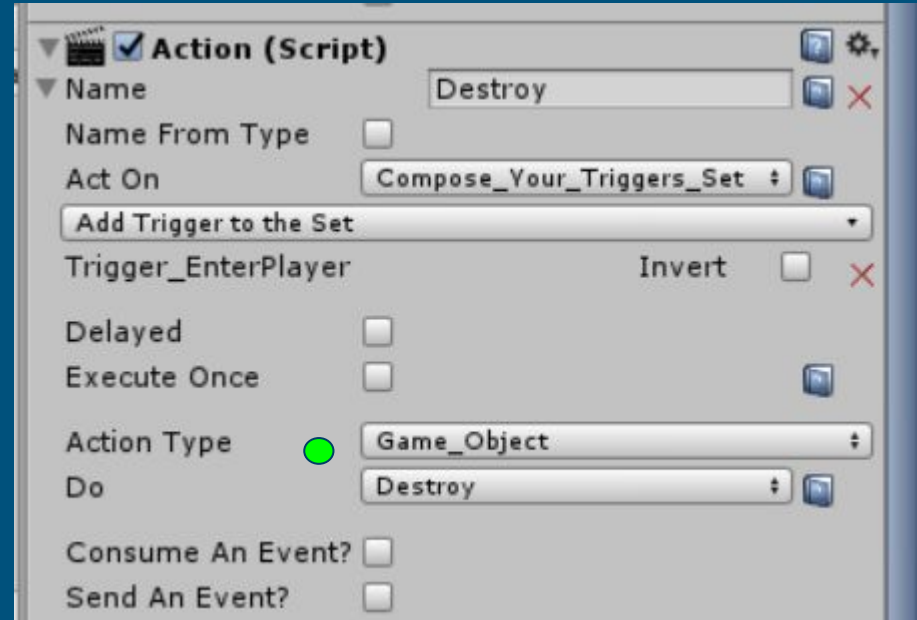


Made Collectible

Destroy Action

Select the made collectible in the hierarchy view

As the made object is a collectible so the maker added a Destroy Action at the end of actions.



Conclusion

Thank you for purchasing GameDesign

For any further questions and suggestions, here is the mezanix website, mezanix email, and the diamond Unity Forum

www.mezanix.com

[Diamond Unity Forum](#)

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