

Game Design

Visual Scripting for Unity

Documentation

www.mezanix.com



Game Design

Software Requirement

Game Design requires Diamond's last version, available for free in the unity asset store

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

Game Design

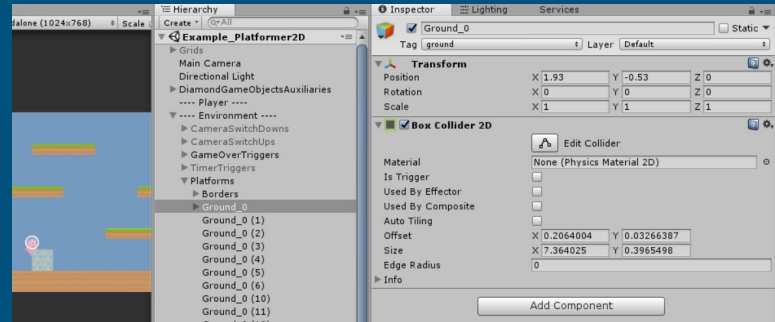
Game Stuff Maker [GSM] - 2D Platformer Controller

Brief Description

Tutorial about the Game Stuff Maker, applied to make a 2D Platformer Controller

Steps:

1. Configure your GSM and click the Make button.
2. Configure the made 2D Platformer Controller.
3. Use it.



Game Design

Game Stuff Maker [GSM] - 2D Platformer Controller

Knowledge Requirements

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

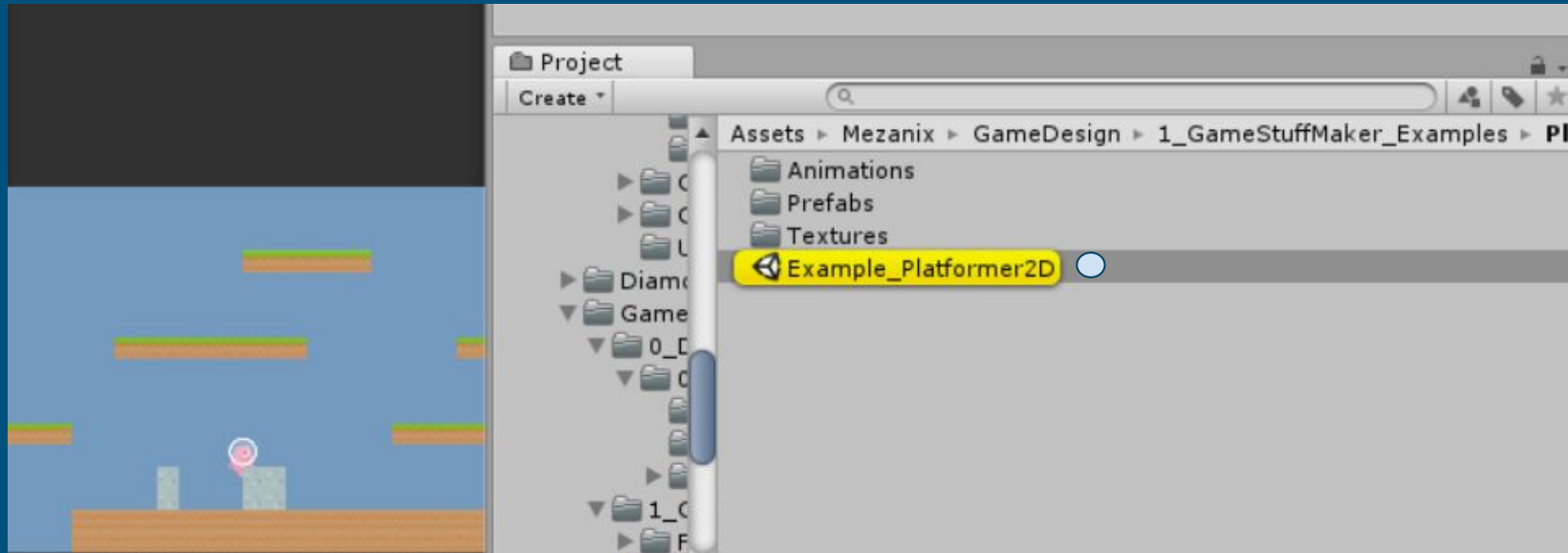
[Game Design Tutorial – Platformer2D](#)

Game Design

Game Stuff Maker [GSM] - 2D Platformer Controller Resources

Resources for this tutorial are here:

Assets\Mezanix\GameDesign\1_GameStuffMaker_Examples\PlatformerController2D



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Made 2D Platformer Controller

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Maker

Game_Stuff_Maker

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

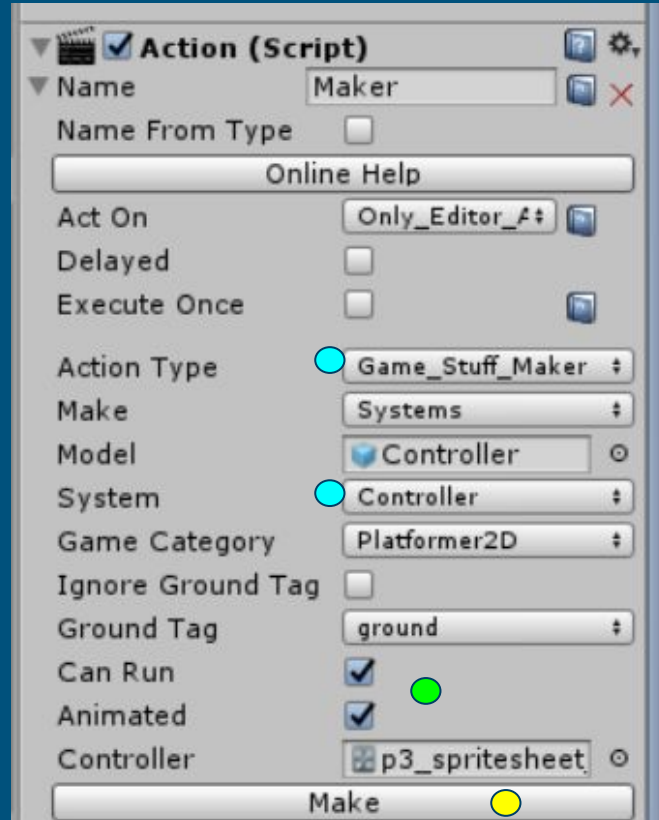
In the action type, select Game_Stuff_Maker and the interface will guide you through your choice.

In our example, we chosen to do a system of type Controller, the Controller is:

1. Detect objects of tag ground, to know if it is grounded. This will be useful for managing movements, animations and jumps
2. Can Run
3. Animated

By clicking to the Make button, Game Stuff Maker, will create for you a ready to use 2D Platformer Controller.

In next slides, we will explain how to configure this controller in few clicks.



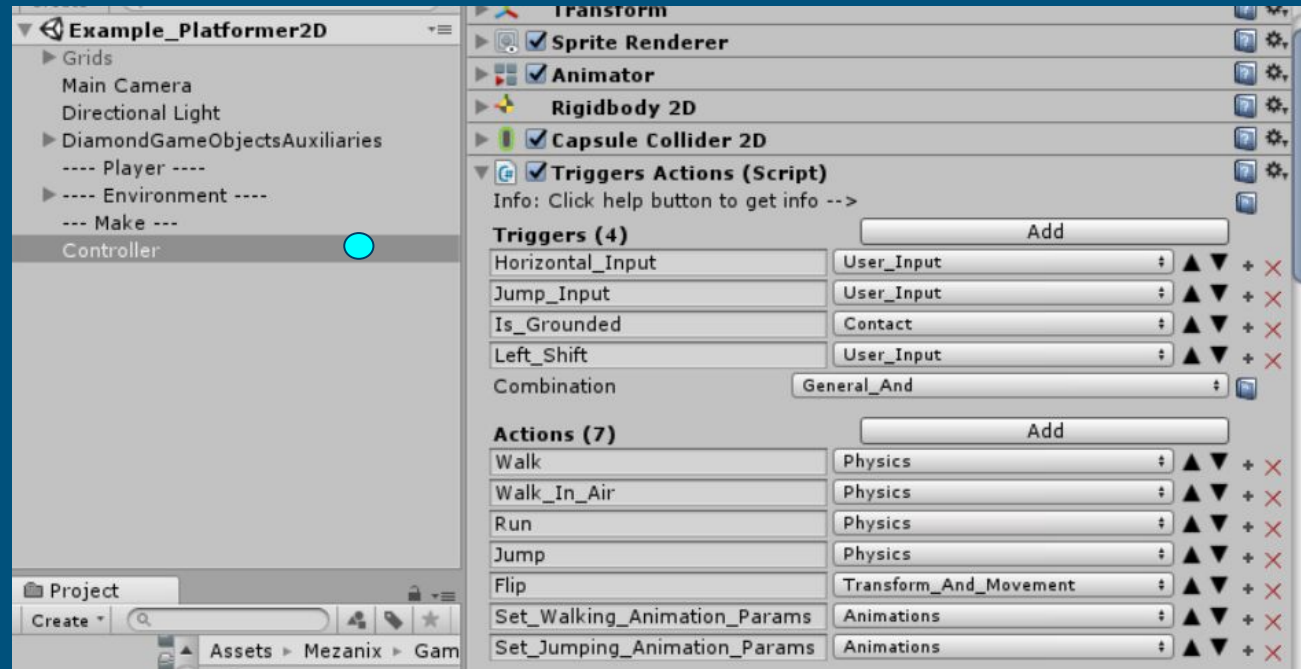
Made Controller

2D Platformer Controller

Triggers actions components of the made controller

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

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



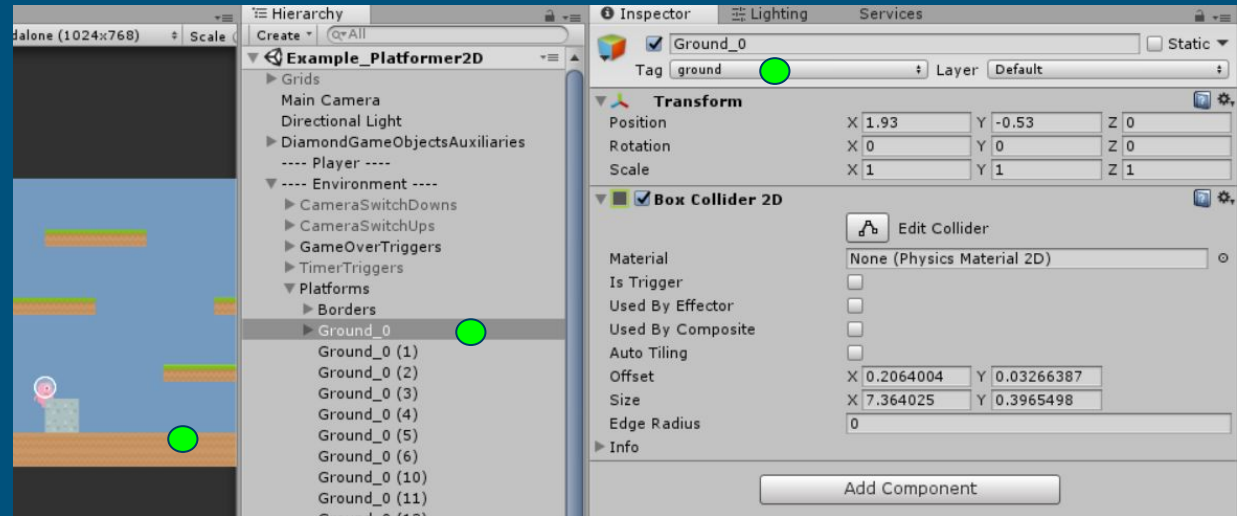
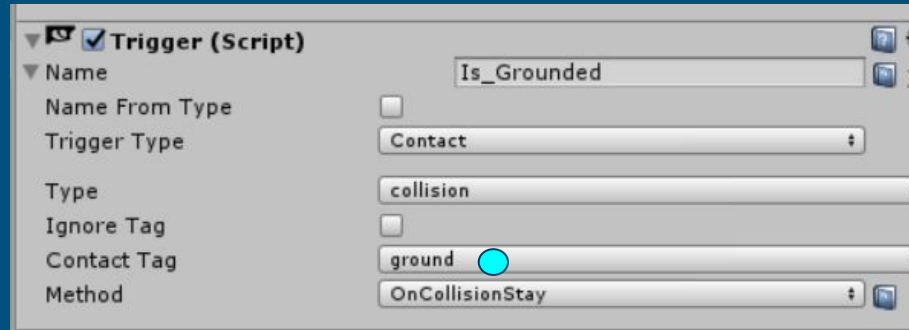
Made Controller

2D Platformer Controller Configuration 1

Select the ground's tag

In your controller inspector go to the trigger 'Is_Grounded' and select 'ground' for the contact tag.

It is the tag of grounds in the scene, so this trigger is used to tell whether the controller is grounded or not.



Made Controller

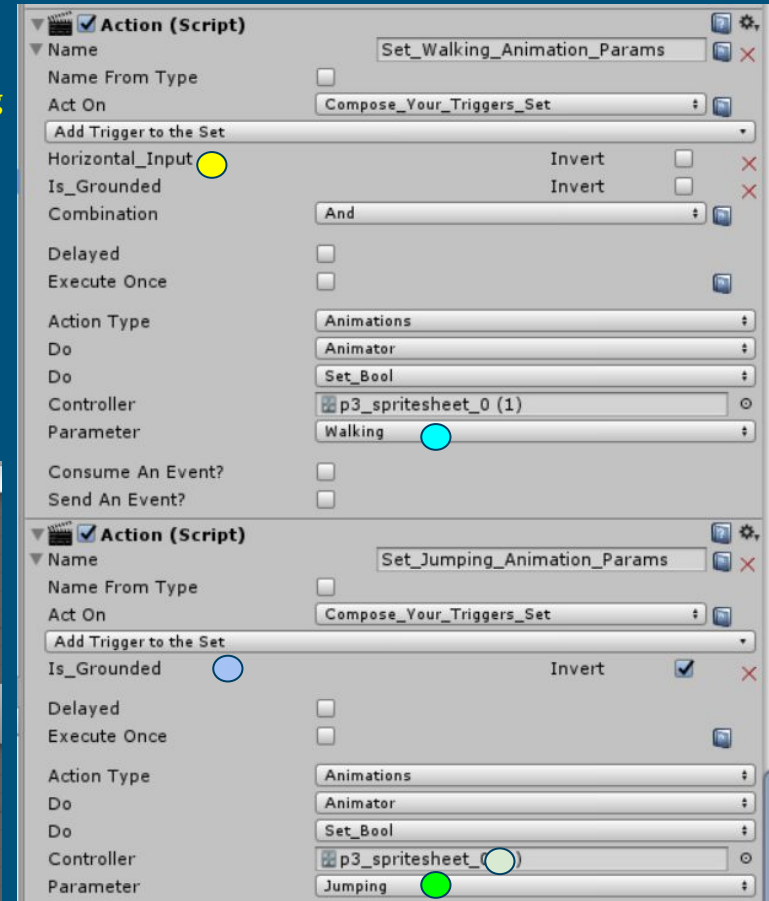
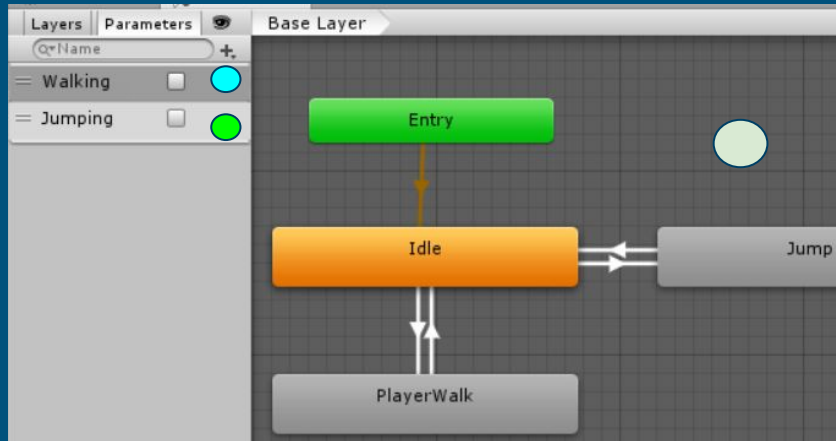
2D Platformer Controller Configuration 2

Set Animations params

The parameter Walking is set to true when the player is grounded and walking (Horizontal_Input).

The parameter Jumping is set to true when the player is not grounded (Is_Grounded Inverted).

Select the Animator Controller in the 'Controller' field and double click on it in the project view to open its window.



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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