

RANZY'S SHOP

MANUAL

**BASIC GENERATOR
SYSTEM PROFESSIONAL**

Hello Unity users. This asset is for who want to create a generator with basic element of a professional system like this. Thank you for all support from all of my assets.

Short info:

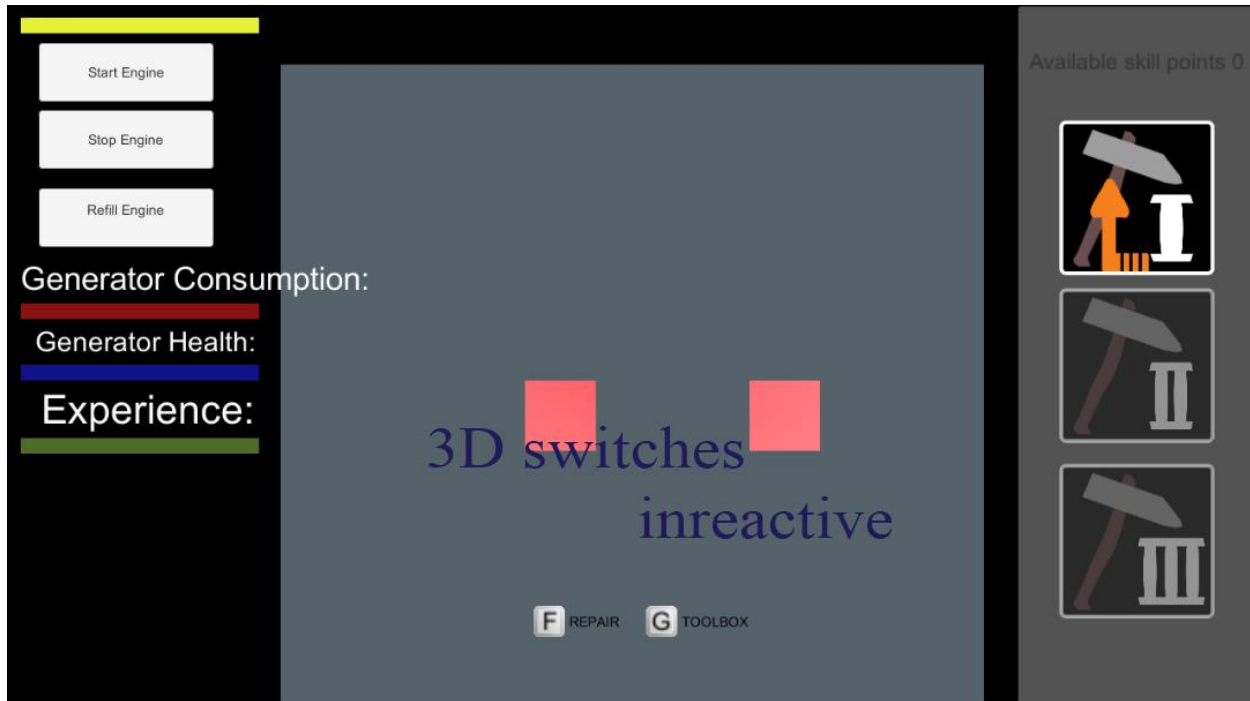
This asset will help you to spawn random generators. You can interact with each when you are in it's trigger. You can put how much generators you want. UI settings will be setted with triggered generator's data.

Eg: If you are in trigger with G1 you can start/stop/refill tank G1, so if you are in trigger with G2 you can start/stop/refill tank G2. You can use them in same time.

Each generator can have many switches. Each switch can have many consumers. You can repair it without toolbox with default keycode F, or with toolbox with general keycode G (You can change this keycodes). Each generator have their power consumption from their consumers and idle consumptions (random between 1-4). You can set maximum value for fuel tank and max power consumption which the generator can resist. Initial the healt of generator is 0 or lowest then 100, but you can set this 100 and uncheck 'isBreak' variable. If the health is < 100 and is check this variable 'isBreak'(on Awake), you can interact with it to repair it with keycodes F and G, without toolbox and with toolbox. Also you can see some statistics about generator from few images setted like progress bars. You have function which refill the fuel tank. You can set to hear some pitch at engine sound when is connected some consumers. Also when you repair it you can set to show try check skill or not. All toolbox item is saved in a mini inventory system and it has durability. The engine has ignition sound and turn off sound, also idle. You can use it also in other project like a normal generator with sounds with 100 health, and you don't need to repair it.

You have in this version included skill improvement system. You can upgrade your skills by experience system. If you repair generators, or you can add some other activities, you can earn some experience, which will be transformed in level.

When you turn off the generator or it die, all consumers will be turned off.



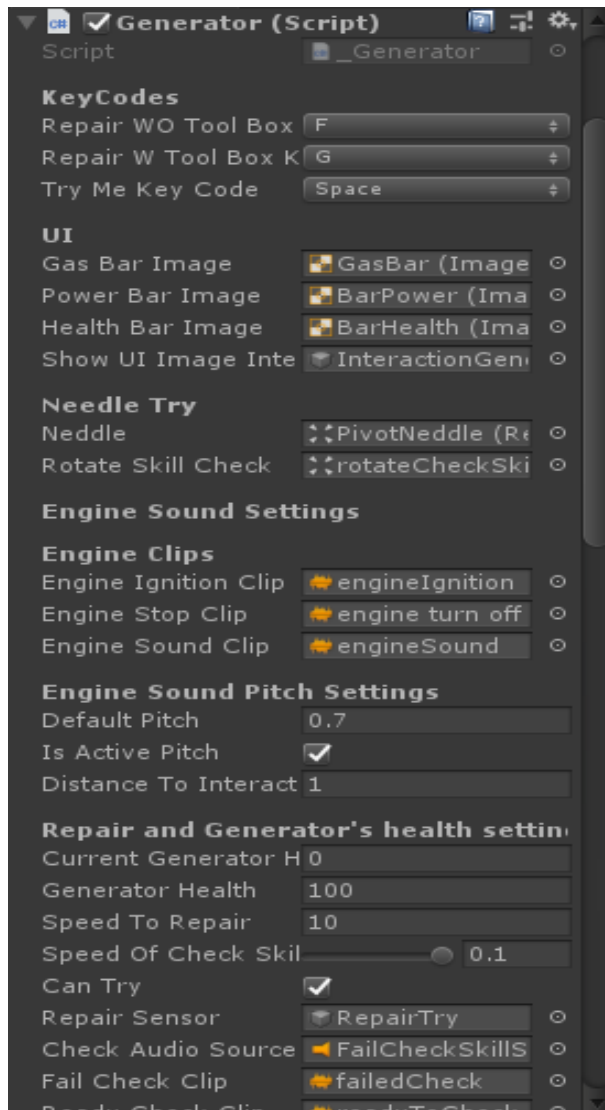
You have main buttons to control it: Start Engine, Stop Engine and Refill Engine (the tank of it with fuel).

You have some images used like progress bars with some internal datas from the generator. There also you have skill system. You can upgrade the skill with 'skill point' and there you have showed 'available skill points'. Current level skill will be set with an up-arrow like 'Enter'. Next level of the skill will be setted unavailable until unlock current level.

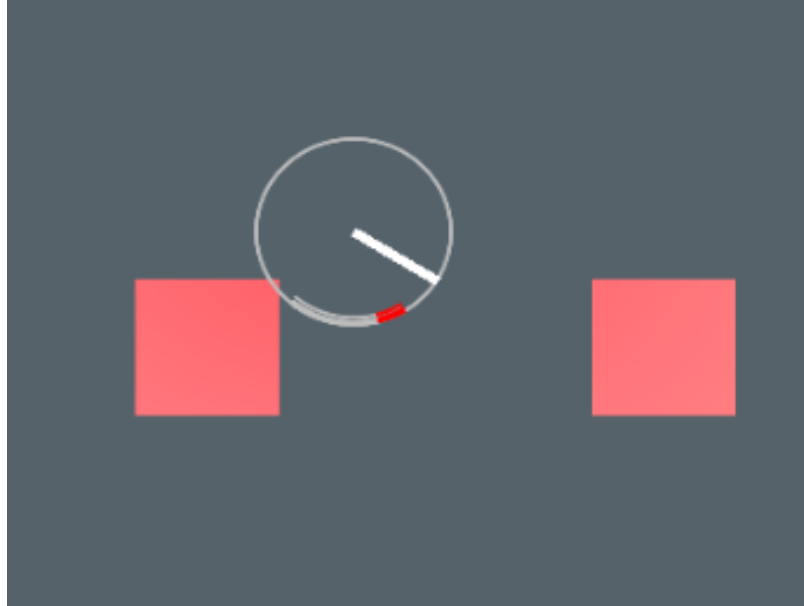
Now you have level 0 on this skill. You need to upgrade it to level 1 to unlock level 2. This skill help you to repair generator more faster.

Toolbox will help you also so repair the generator faster then it was repaired without toolbox (you can modify the value of multiplier).

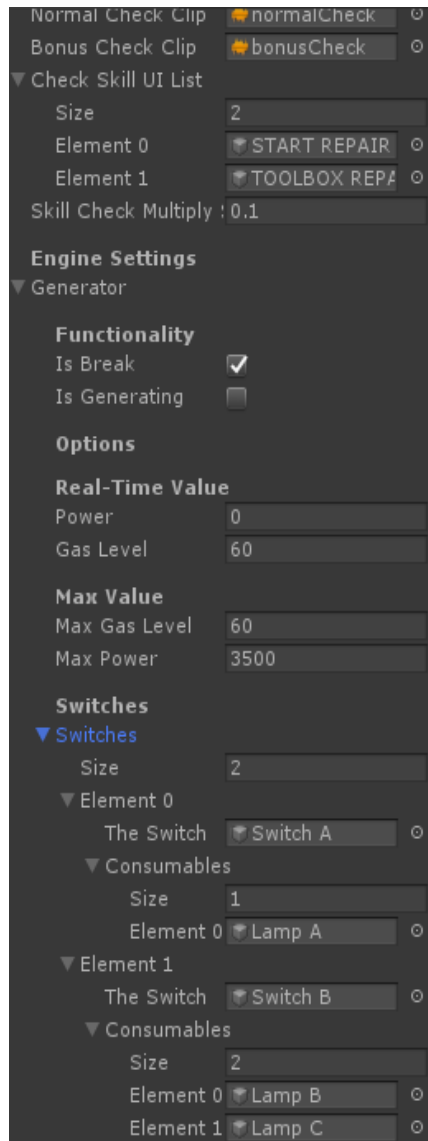
When the generator working and you press on switches you can turn on the consumers. You need to preset from start/awake/from inspector all switches and consumers.



You can do it all interactive with try system. This system is inspired check skill from other launched games(You know better). In random moments you will be checked with to press space in random position.



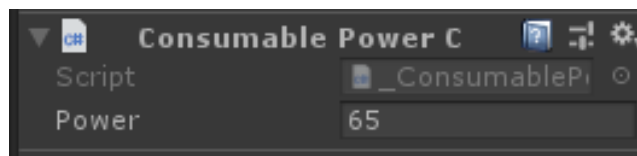
You will know this will come when you hear with a $\frac{1}{2}$ -1 seconds a sound. Also win/fail event have audio clips. All moments are random.



When the generator will be turned on, variable 'isGenerating' will be true. You can set maximum gas level from tank and maximum power which it will be resist.

Also you have a list with Switches, and with their consumers. (Pre-setted).

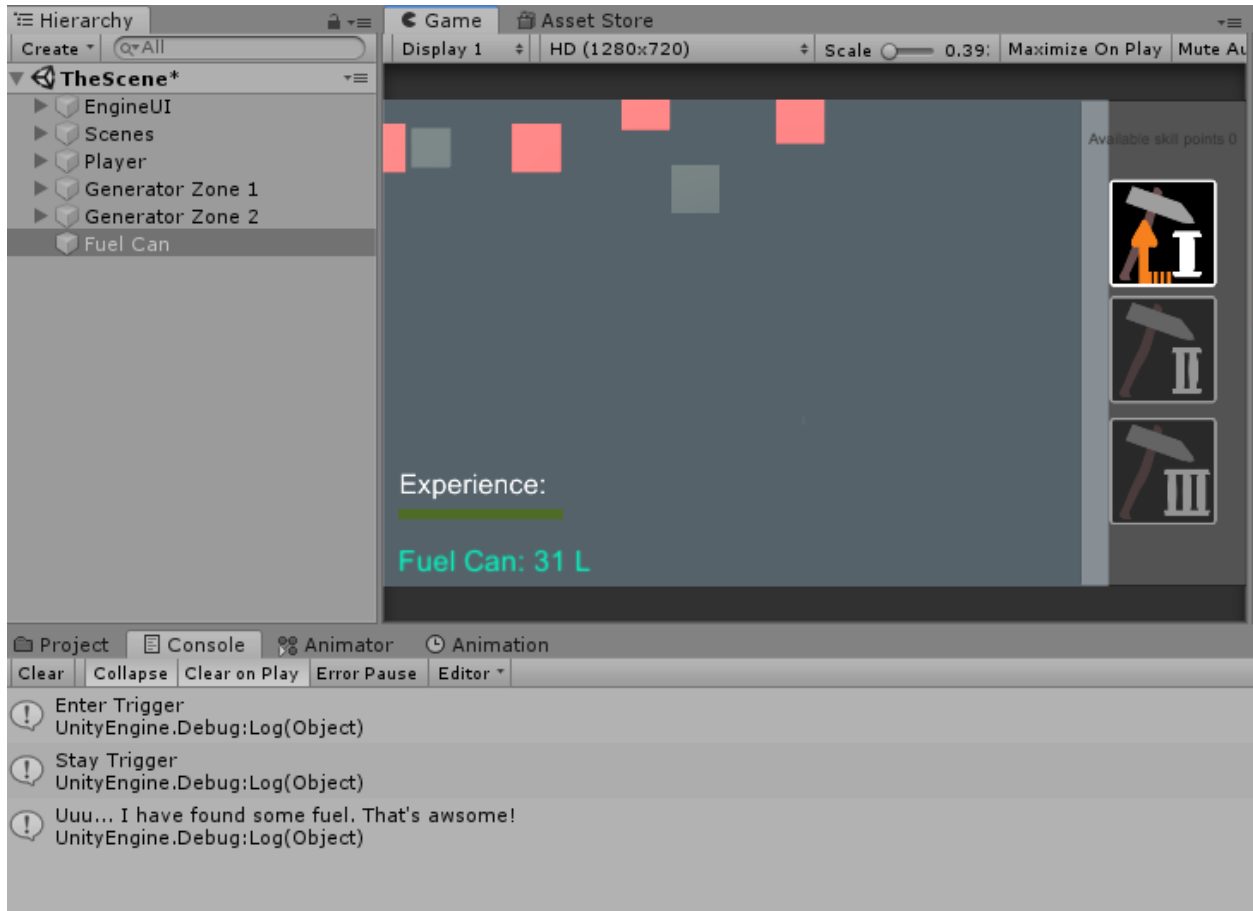
Each consumer has a script with their power consumption will require from generator.



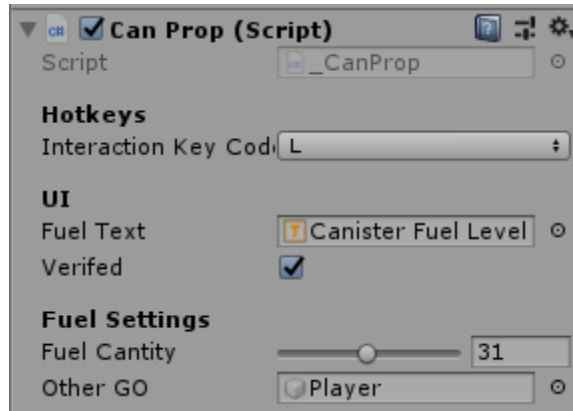
This version is 1.0.

Welcome to Version 1.1

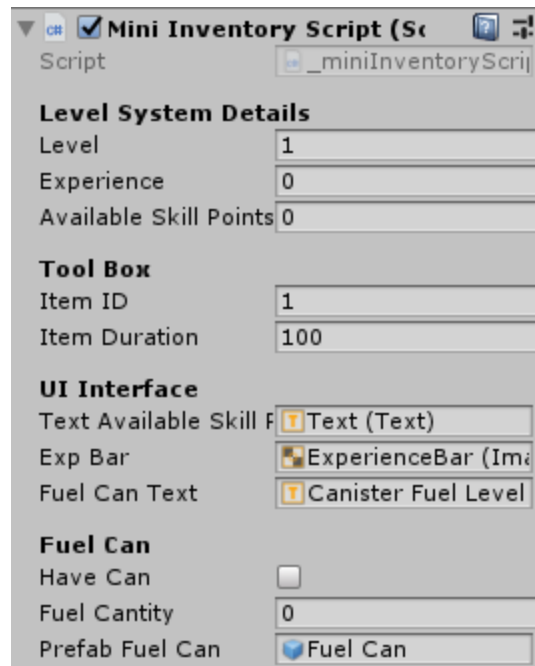
Now when you are in trigger with a generator, the trigger method will set all methods for all buttons. You will could start/stop/refill tank generator when you will use the buttons. Fuel canister was added and you can pick-up/drop it, and you can keep only one can (you must drop first to pick-up new one). First interaction will be only for verification, if the canister is empty or it have some fuel.



Fuel canister message “Fuel Can: 31 L” will disappear if you are in out-side of the canister’s trigger. If the canister is verified, when you interaction with it, the text will be appear. In version 1.0 was a bug with “available skill point”, now working perfect. Now if you repairing a generator and you are moving, the operation will be abort.



You have a constant in script where you can modify the maximum of fuel cantity. It will be generated between 0 and maximum const. You can preset an hotkey to interact with the fuel canister. For random number, I used System.Random, but I combined few ideas from this library(Random.Next() si Random.NextDouble()), to creat a great generator idea.



This is mini inventoy system, where you can save level, experience, available skill point, and you keep a fuel canister and how much cantity of fuel.

Change 1.0

This is first version of this system (v 1.0)

- You can modify interaction hotkeys(Default repair without toolkit with hotkey F and with toolkit with hotkey G).
- You can interact with any generators with their trigger.
- You can repair break generator and you have a bool variable to set on or off the skill check (You need to press a preseted hotkey at the moment).
- You can upgrade your skill with level.
- The skill has effect about your gameplay.
- You have experience-level system and when you grow up in level you will earn an "available point skill" to upgrade your skill.
- You have a tool with a setted duration and this give you speed up to repair generator and it will dissappear when it's duration will be finished.
- The generator has consumables and switches to turn the consuambles on or off.
- You have a basic interface. You can modify it or move anywhere on the game's diplay zone

Change 1.1

- Each generator if you are in its trigger, the UI interface will be for it.
- Added canister with fuel and you can pick it up.
- You can check if the canister si empty or with fuel and you can see de level of fuel.
- Commented more lines.
- Bug "available skill point" update text was solved.
- While you repairing an generator, if you move, the reparation will be aborted.

Thank you so much for all of your support!

All the best!

Success!!!!!!