

Trails of Totec

Scripts

Liam Pickering

The purpose of the UIChat code was to handle:

- The HUD for picking up the light
- SFX for Picking up the light
- Transforming the *Area Colour Spread* from the Starting Crystal to the Players *Staff*

The script references the Player Casting Script which is a simple ray cast script we used to determine the relative distance from the Player to an Object.

We then use the ray cast to initiate an IF loop, which turns on the HUD and allows the Player to *Pick Up the Light*.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class UIChat : MonoBehaviour
{
    private float TheDistance;
    public GameObject ActionDisplay;
    public GameObject subText;
    public ParticleSystem staffLight;
    public AudioSource pickupkightSFX;

    public bool hasLight = false;

    private void Start()
    {
        staffLight.Stop();
    }

    void Update()
    {
        TheDistance = PlayerCasting.DistanceFromTarget;
    }

    void OnMouseOver()
    {
        if (TheDistance <= 4)
        {
            ActionDisplay.SetActive(true);
            subText.SetActive(true);
        }
    }
}
```

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```
if (Input.GetButtonDown("Action"))
{
    var Player = GameObject.FindWithTag("Player");

    GameManager.ColourTransform.targetobject = Player.transform;

    pickupkightSFX.Play();

    staffLight.Play();

    hasLight = true;

    var sender = this.GetComponent<ObjectiveSender>();
    if (sender != null)
        sender.CompleteObjective();
}
else if (TheDistance > 4)
{
    ActionDisplay.SetActive(false);
    subText.SetActive(false);
}

if (hasLight)
{
    ActionDisplay.SetActive(false);
    subText.SetActive(false);
}

}

void OnMouseExit()
{
    ActionDisplay.SetActive(false);
    subText.SetActive(false);
}

}
```