Level Designer's Tools Handbook

- Introduction
- SmartGit
 - Introduction
 - Repositories Window
 - Branches Window
 - Graph Window
 - Commit Window
- SmartGit Walkthrough
 - Start Of The Day Pull
 - Commit & Push Prep
 - Commit & Push (Really this time)
- Unity
 - Introduction
 - World Editor Modes
 - Object Placement of World Objects
 - World Objects Filter
 - Picking World Objects In The Scene Tab
 - Selecting Multiple World Objects Via Marquee Select
 - Set Dressing World Objects
 - Gated World Objects
 - Adjusting a World Objects's polygon
 - Tagging Objects As Critical Path
 - Get Stats
 - Danny's Confluence Page on Placing World Objects
 - Save All
 - Fog Placement
 - Fog Types
 - AutoFog
 - GroupFog
 - Erasing Fog
 - Fog Groups Tied To World Objects
 - Fog Inspector
 - Fog Inspector (Advanced Controls)
 - Gated World Objects & Fog Groups
 - Auto Fog Clear Distance
 - Object Opacity Under Fog
 - Danny's Confluence Fog Placement
 - Layout & Nav
 - Layout Tool Ground & Water
 - Nav Tool
 - Danny's Confluence Nav Page
 - Build Area
 - Characters
 - Locators
 - Pathing Locators
 - Day-Night Setting
 - Save As An Entire Level
 - Play Your Level
- QuestGraph
 - Introduction
 - Creating New QuestGraphs
 - QuestGraph Nodes
 - Main UI:
 - Quest Index:
 - Nodes
 - Start Node
 - Story
 - Connecting Story Nodes to Next Quest
 - QuestTask
 - Task
 - Types of Tasks
 - Obstacles and Decorations
 - Remove
 - InteractTravel To
 - •
 - QuestGraph Flow
 - Quest, Task, Names, and Dialogue The Loc File
- Create World Object Prefabs
 - Step By Step Instructions
 - Danny's Confluence/Video Example

- Best Practices
 - Level Design Style Guide
 - Plant Placement Process

Introduction

This document covers everything you need to know about how to build a level on Project Eden. It will walk you through how to Pull the latest from the project's repository, how to check in edited files, how to use Unity and our Eden specific level design features, and its scripting tool. If you have any questions, corrections, or additions that you think needs to be added, please contact jeff.sondin-kung@jamcity.com.



SmartGit

Introduction

SmartGit is Project Eden's repository all all game assets and code.

Once you have SmartGit set up (Danny Lum or Jim Schuler will help with that), your SmartGit UI will look like this:

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at dee jeerden) at dee jeerden) at dee jeerden) at dee jeerden) begenden de onder de de de dee de de de de de de de de de	
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First, we'll highlight each section of the UI and point out what they do. Later, we'll go into more detail as we go through an actual session with SmartGit.

Repositories Window



develop is our current repository for the game. Always have this selected. If you don't have it selected, nothing will show up in any other window. (Don't freak out if everything is blank). :)

Branches Window



If branches are made, they will show up here. For the most part, LDs won't need to branch as their work is on-going.

In the screenshot above, it shows that develop is a child branch of Local Branches (and is the only one here). Head is also checkmarked. These are the only lines you need to make sure are checked for your work.

Graph Window

Graph	Q,	+ * =
o arigin/develop Support for swimming character	Danny	09:26 AM
Merge branch 'develop' of github.com:mindjoll/eden into develop		09:07 AM
Update building WOEntry position when building is moved		09:07 AM
Screenshot tool for all world objects		09:06 AM
Merge remote-tracking branch 'origin/develop' into develop	anaisve	Yestenday 07:43 PM
Added Ley'la swimming anim.		Yesterday 07:43 PM
o adjusted adv01 v3 plant density and modified shells building	nelsandou.IC	Yesterday 07:13 PM
Merge branch 'develop' of github.com.mindjolt/eden into develop	Danny	Yestertlay 02:52 PM
Add in generic navi world object		Yesterday 02:52 PM
Added block Ley'la treading water anim. Updated controller.	analsve	Yesterday 02:48 PM
Merge branch 'develop' of github.com:mindjolt/eden into develop	Danny	Yesterday 02:15 PM
Fix for character animation cancels. Code cleanup for PlaverDontroller.	u di ni y	Yesterday 02:14 PM
		Yesterday 01:03 PM
o updating adv01 v3	nelsondouJC	Yesterday 01:53 PM
	neisonaadatu	restertiay o riba PM
O Working Tree (577 changed)		The second second second
o (▶ develop <14) Merge branch 'develop' of github.com:mindjolt/eden into develop	Danny	Yesterday 12:13 PM
Improvements to generator UI/UX		Yesterday 12:13 PM
Marge branch 'develop' of https://guthub.com/mindiat/eden into develop	nicolezhangjamolty	Yesterday 11/26 AM
Removed popup that appears after submitting a merge object		resterday 11:26 AM
Arge branch 'develop' of github.com:mindjolt/eden into develop	Danny	Yesterday 11:20 AM
Camera focus on players when world loads		Yesterday 11/20 AM
o modified some plants for adv01 v3		Wednesday 07:37 PM
o updated scale to 0.04	arvind-JC	Wednesday 06:45 PM
 Updated trader camp spine files, update prefab. 	analsye	Wednesday 06:10 PM
 Merge remote-tracking branch 'origin/develop' into develop 		Wednesday 05:50 PM
Removed spine prefab, added new one		Wednesday 05:49 PM
O set ppu to 32	arvind-JC	Wednesday 05:23 PM
o fixed black border on spine asset		Wednesday 05:12 PM
Merge branch 'develop' of github.com:mindjolt/eden into develop	Danny	Wednesday 04:50 PM
A setting to keep scenes at certain time of day		Wednesday 04:50 PM
Trader Camp exported with spine 4	- SL-bnivie	Wednesday 03:59 PM
o removed spine 3.8 assets		Wednesday 03:59 PM
o spine 4 runtime		Wednesday 03:57 PM
Merge branch 'develop' of github.commindjolt/eden into develop		Wednesday 03:50 PM
Fix quest config order		Wednesday 03:50 PM
Added trader camp 002 prefab	analava	Wednesday 03:44 PM
Support for persistent markers		Wednesday 03:15 PM
Merge branch 'develop' of https://dithutb.com/mindigit/eden into develop		Wednesday 02:10 PM
o updated name	BrandsJo	Wednesday 02:10 PM
O Merge remote-tracking branch 'origin/develop' into develop	andour	Wednesday 02:09 PM
 Added TraderCamp spine files. 3.8 	dielsye	Wednesday 02:09 PM
	la se allà àite	Wednesday 02:09 PM Wednesday 01:51 PM
Merge remote-tracking branch 'origin/develop' into develop	Istegalisch	
Adjusting ground material sorting so it batches better.		Wednesday 01 51 PM
Merge branch 'develop' of github.com:mindjolt/eden into develop	Danny	Wednesday 01:44 PM
o cheat to ungate		Wednesday 01:44 PM
Merge branch 'develop' of <u>https://aithub.com/mindjol/aden</u> into develop	arvind-JC	Wednesday 01:03 PM
added blob shadow to lev'la and lev'la luigi		Wednesday 01:03 PM

This is a running history of everything that is committed and pushed into the develop branch. In P4 speak, this is everything that has been checked into the main repository.

Commit Window

Amend last commit instead of creating new one

State

Files 22,075 fi

Name

22,075 files hidden Q

Relative Directory

🕅 📄 📄 👔 🛃 📄 📓 🛃 Comments

Name	otate	Relative Directory	
AnimalCamp02_Color_NT.tga	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
AnimalCamp02_Color_NT.tga.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Barrier01_NT.tga	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Barrier01_NT.tga.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Barrier02_NT.tga	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Barrier02_NT.tga.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Barrier03_NT.tga	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Barrier03_NT.tga.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
BaseDwellingPrefab.prefab	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
BaseDwellingPrefab.prefab.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
BaseGeneratorPrefab.prefab	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
BaseGeneratorPrefab.prefab.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
BladderPolyp_Small_NT.tga	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
BladderPolyp_Small_NT.tga.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Building_Dwelling_L.prefab	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Building_Dwelling_L.prefab.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Building_Dwelling_M.prefab	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Building_Dwelling_M.prefab.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Building_Dwelling_S.prefab	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Building_Dwelling_S.prefab.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Building_Juicer.prefab	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Building_Juicer.prefab.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Building_RewardCrate.prefab	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Building_RewardCrate.prefab.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Building_TraderCamp.prefab	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
Building_TraderCamp.prefab.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
ButtonWithCost.prefab	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	
ButtonWithCost.prefab.meta	Untracked	Assets/Worlds/Jeff_Layout_Ideas/Jeff_Layout_Ideas	

We'll go into more detail about this window but essentially, this is where you'll be picking files that you want to commit and then push to develop (checking in files in P4 parlance). This is also where you can write your commit notes (check in notes).

This will be a walkthrough of a typical session for a level designer.

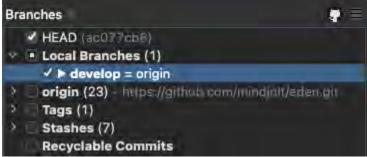
Start Of The Day - Pull

The first thing you should do is Pull (sync to head in P4 speak). You're already set to be pointing to develop so there's no pointing to anything. Just Pull. Upper left corner of the SmartGit UI.



You're most likely going to be behind the develop branch. Here, there are 19 pushes to develop that you are behind.





Commit & Push Prep

At the end of a significant session of work or at the end of the day, you should Commit and Push your work up to the develop branch.

Commit	
	📔 📑 📄 📑 🙋 🔚 Comme
Name	State
adv1_q4b.storyconfig	Modified
adv1_q11.storyconfig	Modified
Jungle_Terrain.spriteatlas	
	Modified
pf_Adv_01_V4_Art_Design.prefab	Modified Modified
pf_Adv_01_V4_Art_Design.pretab pf_Adv_01_V4_Characters.pretab	
	Modified
pf_Adv_01_V4_Characters.prefab	Modified Modified
pf_Adv_01_V4_Characters.prefab pf_Adv_01_V4_Fog.prefab	Modified Modified Modified

But before you make your Commit, make sure to Discard files that you did not work in (I'll go over which files these are) or leave certain files along (checked out locally).

Files you'll never work in and should be discarded because they're auto-checked out:

- (level).unity (yes, this is not something you need to save in Unity)
- *.spriteatlas
 *Art_Design.prefab
- *WorldLights.prefab
- *FanLizardManager.prefab
- *.meta
 *.png
 *.asset

- Anything coding .cs

To discard, select the files you want to discard, right click the selection, scroll down to Discard and select Discard.

ommit					

Amend last commit instead	l of creating new one	Co	mmit
Files 🗱 🔍 File Filter	.* 🚺 🗅 🖴 🛛 📑	🗋 🗟 📄 C	omments
Name	~ S	state	Re
Adv_01_V4.unity	Ν	Nodified	As
Bridge01.png.meta	Open from Working Tree		As
Loom_01.png.meta pf_Adv_01_V4_Fog.prefab	Show Changes	F4	As As
<pre>pf_Adv_01_V4_WorldObjec</pre>	Log	ℋL	As
QuestConfig.asset	Blame	\%L	As
quests_adv_01_v2.asset	Commit	ж к	As
	Stash Selection	00 11	
	Stage	Ж Т	
	Unstage	<mark>ዕ</mark> ዤ T	
	Index Editor	∿жт	
	Rename	F2	
	Conflict Solver		
	Resolve	☆業 V	
	Ignore	೫ I	
	Toggle 'Assume Unchanged'		• J =
	Toggle 'Skip Worktree'		
	Discard	ЖZ	
	Remove	ж –	
	Delete	×	
	Copy Name		
	Copy Path	^# C	
	Copy Relative Path	☆ℋ C	

Files you will be working with in rough order of frequency:

WorldObjects.prefabquests_.asset

- *Fog.prefab
- *Locators.prefab
- *Characters.prefab

If you create a new level, under State in the Commit window, the term Untracked will be used instead of Modified. This means that the game trunk, develop, hasn't had these files pushed to it yet. Meaning, they are only local for the time being. So in this case, you'll be Committing and then Pushing these new files up to develop. All of the files you expect to be working with will be on this list as well.

- *WorldObjects.prefab
- quests_*.asset
- *Fog.prefab
- *Locators.prefab
- *Characters.prefab

But will also include:

- *.meta files related to all of the above
- WorldConfig.asset (you're adding to the list of available levels)

Commit & Push (Really this time)

Before you Commit and Push your files, be sure to Pull from the latest in develop.

When you've cleaned up your Commit file candidates (Discarded any auto-checked out files) and you've visually verified what you actually want to Commit, select the files you mean to Commit.

Name	^ State
pf_Adv_01_V4_Fog.prefab	Modified
pf_Adv_01_V4_WorldObjects.prefab	Modified
QuestConfig.asset	Modified
quests_adv_01_v2.asset	Modified

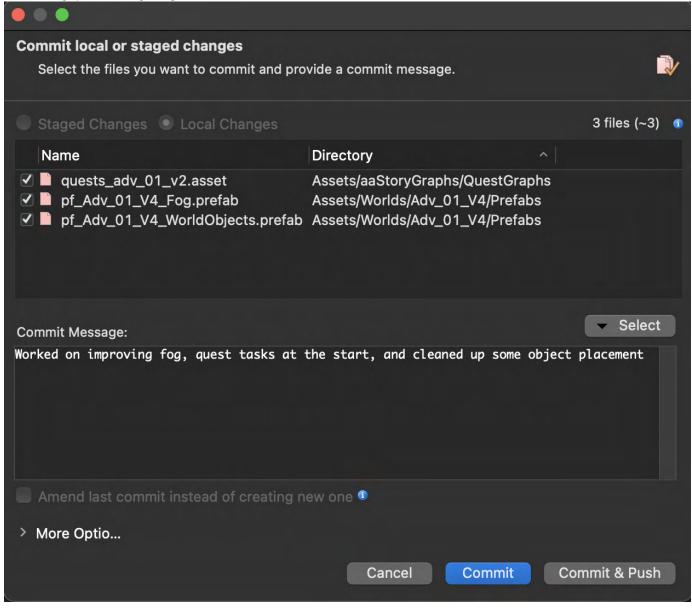
Right click the selected files, find Commit:

Name		^ State	Re
pf_Adv_01_V4_Fog.prefab		Modified	As
pf_Adv_01_V4_WorldObjects.pr	efab	Modified	As
QuestConfig.asset		Modified	As
quests_adv_01_v2.asset	Open from Workin	g Tree	As
	Show Changes		F4
	Log		ж L
	Blame	Z	ዘ L
	Commit		ЖК
	Stash Selection		

You'll notice that QuestConfig.asset is Modified, in the Commit list but NOT included in the commit itself. This is because QuestConfig allows you to order the quests in the game. But for testing purposes, you will need to order your current working level at the top so that it plays first every time you play/test the level in Unity.

There's no other way to keep this file checked out but not included in your Commit/Push. So you have to manually keep it out of your commits. This is something that's fairly easy to remember once you get used to it.

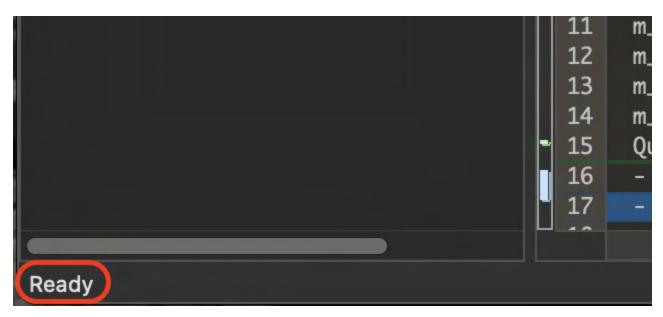
This will bring up the following dialog box:



Go ahead and Commit your files. But wait, you're not done yet. Hit the Push button:



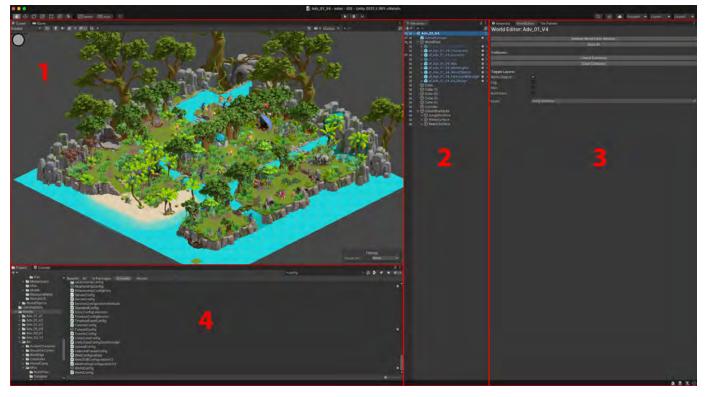
Alternatively, you can just hit the Commit & Push button in the Commit dialog box above. And that's it! You've successfully Pushed your work up into develop. And if successful, you'll see the Ready note at the bottom left corner of GitHub:



NOTE: If an error is showing for i2 when attempting to pull, try discarding, pulling newest, and replacing the i2 spreadsheet again.

Unity

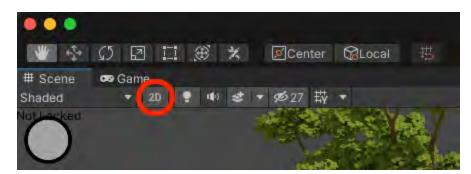
Introduction



This is the main UI in Unity. You can configure each panel however you like. This happens to be mine.

1. This is the main view port for a level, the Scene tab

a. Make sure to have 2D selected in the upper left menu bar



- 2. This is the Hierarchy
- a. All editable prefabs will be here



Each prefab can be hidden/viewable by clicking the "eye" area on the far left of

each prefab. The second icon to the right of the eye is the pickable/not pickable toggle.

By far, the most populated prefab will be the WorldObjects PF. More on this later.

3. This is the WorldEditor panel

a. Th	0is is where a	big chunk o	[:] your wor	'k will be.	More or	<u>ı this later.</u>
-------	----------------	-------------	-----------------------	-------------	---------	----------------------

WorldEditor	Inspector Tile Palette	:					
World Editor: Adv_01_V4							
	Refresh World Editor Window						
	Save All						
Collisions:							
comsions.	Check Collisions						
	Check Collisions						
	Clear Collisions						
Toggle Layers							
World Objects:	St. 🗸						
Fog:							
Nav:							
Build Area:							
Mode:	Unity Controls						

5. Project Tab

a. This tab is helpful in finding certain files

b. Mostly, it'll be used to find the I2Languages prefab

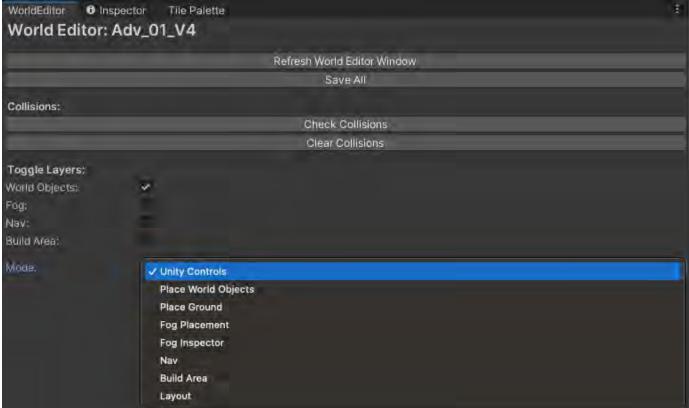
c. Used for importing text from Google Sheets Localization file

d. More on this later

World Editor Modes

There are 8 Modes a level designer can work in. Each with its own set of tools that will allow the LD to place objects, create basic ground planes, add and edit fog, and more.

Easily, the most used Mode will be the Place World Objects mode followed closely by the Fog Placement mode and Fog Inspector. Unity Controls will be used quite a bit as well as you move World Objects around on the map.



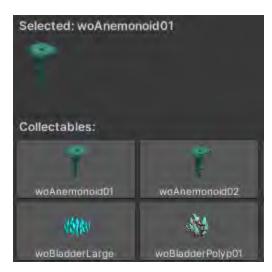
Object Placement of World Objects

WorldEditor Ø Inspec World Editor: Ad		1
	Refresh World Editor Window	
	Save All	
Collisions:		
	Check Collisions	
	Clear Collisions	
Toggle Layers: World Objects: Fog: Nav: Build Area:		
Mode: Get Stats Total Collectables = 916 Clear all = 0 Energy	Place World Objects	•
Section:	pf_Adv_01_V4_WorldObjects	



It's a good idea to hit the Refresh World Editor Window button after a fresh pull from GitHub. Once you've opened the Place World Objects mode, go ahead and click on the Refresh World Editor Window button. If the objects below weren't showing up, they will now.

Each thumbnail is an object you can place in the level in the Scene tab. Select and object from the library. A preview of the object will appear above the library to show you what you've selected.



Now, in the Scene view, your cursor will now be the object you've selected along with the footprint grid below it.



Left click to place the object.

Right click to erase the object.

- · Do this by moving your cursor/object's footprint grid square over the placed object's grid square and right click
- You can erase any World Object with this cursor. Doesn't matter what you have selected

World Objects Filter

There is a convenient filter that can be used to reduce the size of the World Objects library for easier object selection.



Type in the base object type and every object of that base type will appear as selectable items.



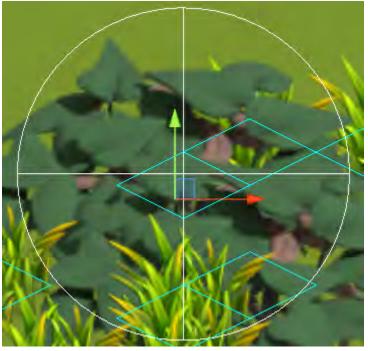
Picking World Objects In The Scene Tab

You will need to pick/select certain objects in the Scene tab to make it gated, add it to a weight pool for lifting Fog Groups, or to find it's file name to add to a task. Here's how to select a World Object.

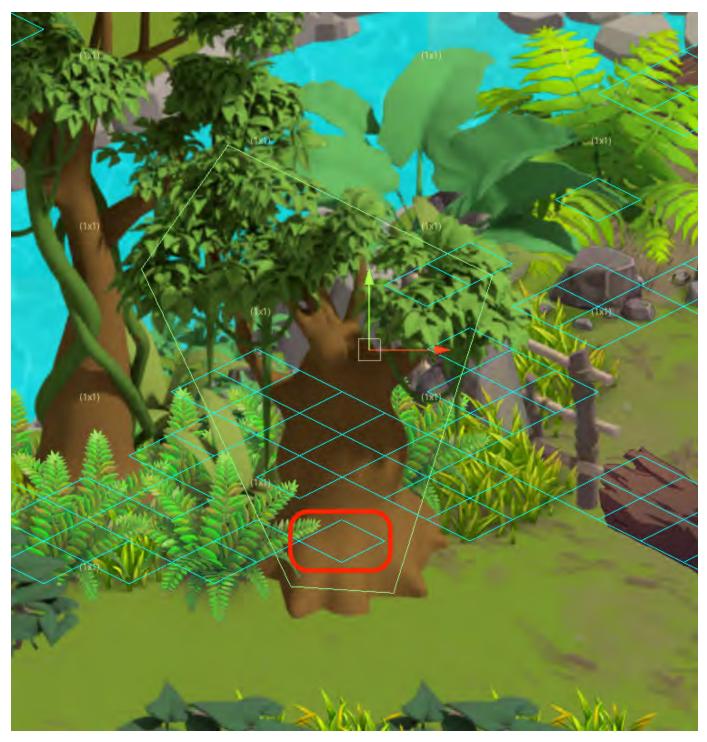
Switch Mode to Unity Controls

Mode: Unity Controls

- In the Scene tab, press the W key toggle on the Unity move widget (and the little hand cursor will change to an arrow cursor)
- Move the cursor over a blue grid square at the center of a low lying object or at the base of a tall object and press the left mouse button to select it
- It should look like this for a low lying plant below:



• And this for a tree below:



- The footprint grid for the tree is the square in the red circle, at the base of the tree
 Also notice, trees have a yellow bounding box around them (useful as a selection confirmation) and the center point is higher up on the asset
 - But you select the tree at the base of the tree

Selecting Multiple World Objects Via Marquee Select

multiselect.mov

TIP: If you need to search for specific objects in a Fog Group, make sure you append the name of whatever objects are in your Fog Group with the Fog Group ID number. For example, here in the screenshot, I've appended each object with F5. If you multiples of the same object, you'll also want to included numeric increment before the F#.



So all I have to do to find them all is use the search field at the top of the Hierarchy and that will filter out everything except the F5 objects.

And this is what it'll look like in the Scene tab:

And this is what they look like selected in Fog Inspector mode:



Set Dressing World Objects

When placing set dressing world objects, create a separate section for them so that they won't be counted toward the playable area's data. These objects will be in places a player will never access so they shouldn't count toward the energy cost and level's object total.

To create this section, right click the WorldObjects prefab> Eden, Add World Object Section. Rename this tab to differentiate from your regular World Objects and move the section into the World Root. Make sure to select this parent when adding in the World Objects from the drop down menu.

Mode:	Place World Objects			*
Get Stats				
Total Collectables = 0	Clear	all = 0 Energ	iy	
Critical Path Collectables =	= 0 (Clear = 0 Ene	ergy	
Section Collectables = 0	Cle	ar = 0 Energ	IY.	
Section:	✓ pf_Adv_1_WorldObjects			
Paint Brush:	pf_Adv_1_WorldObjects_SetDres	sing		
None (WO Paint Brush)		Q	Clear	

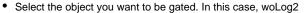
If you want to move objects into this section from a different parent, right click the WO parent> prefab> unpack. Then drag the object into the correct place and save all.

Whenever you are adding a prefab to your level, make sure you check in your .unity file.

Gated World Objects

There will be instances where you will want an object to be gated (locked) in order to force the player to complete a task, require a minimum home camp level, or a relationship level.

In this example, a woLog will be used as a gated World Object. Here's how you do it:





- · You'll see the object is also selected in the Hierarchy
- Click on the Inspector tab
- Scroll down to WO Interact -> Requirements -> Type -> dropdown arrow in field

Requirements		1
Element 0		
Туре	Task Complete	-
Home Camp Level	0	
Task Id	adv1_q8_t1	
Resource Name		
Relationship Id		
Relationship Level	0	
		+ -
Quest Gate Is Gated 7 Requirements	None Level	
Element 0	Resource	
Туре	Task	
Home Camp Level	✓ Task Complete	
Task ld	Relationship	
Resource Name		
Relationship la		
Relationship Level	0	
		+ -

And in this case, choose Task Complete
Next to Task ID, type in the name of the task that needs to be completed to ungate this World Object. More on Tasks later.
And finally, be sure to mark the check box for Is Gated

# WO Interact (Script)		0 # 1
scop	D W@Interact	ø
Renderer	woLog2 (WO Renderer)	0
Trigger Types Trigger From Tap Trigger From Proximity Block Player Movement.	*	
Collider Type Trigger Radius Trigger Radius Offset Custom Collider	S X D Y -0.12 None (Collider 2D)	ø
Quest Gate Is Gateu Requirements		1
Element Ó		
Туре	Task Complete	
Home Camp Level	0	
Task Id	adv1_q8_t1	
Resource Name		
Relationship to		
Relationship Level	0	
		+ -

Adjusting a World Objects's polygon

To adjust the "hitbox" when tapping an object, you can adjust the polygon. Search for the prefab of the item in the project window.



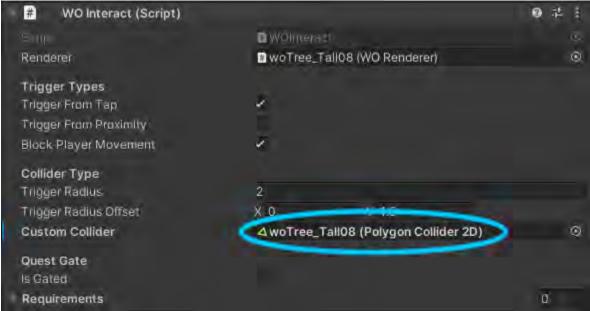
After you open the prefab, in the inspector, Add Component> Polygon Collider 2D> Edit Collider

🔨 🞸 🖌 Polygon Collider 2D	-		071
Edit Collider	(A)		
Material	None (Phy:	sics Material 2D)	.0
ls Trigger			
Used By Effector			
Used By Composite			
Auto Tiling			
Offset	ХÖ	Ϋ́́́́	
Points			
- linfo			

This will either add a green polygon shape to your object or allow you to edit the existing one. When adjusting the shape, less is more. Try to include only what you need to.



To make the WO use your new shape, drag the header text in the Polygon Collider component into the Custom Collider in the WO Interact component.



Tagging Objects As Critical Path

The term Critical Path refers to the minimum objects required to be collected to complete a level. To tag an object as a Critical Path object, first select the object, then go to the Inspector tab. At the top of the Inspector section, there is a dropdown field called Tag. Choose Critical Path and that will mark that object as a Critical Path object.

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	Tag Crit	iticalPath			Layer	World	
	Prefab	Open		Select			
	Trans	form					
	Position		х	23	Y	14	
	Rotation		Х	0	Y	0	
	Scale		Х	1	Y	1	
	# wos	ave State C	ollect	able (Sc	ript)		

Get Stats		
Total Collectables =	926	Clear all = 5603 Energ
Critical Path Collecta	ables = 47	Clear = 354 Ener

Get Stats

There's a handy tool/readout just under the Mode: Place World Objects selector.

Get Stats Total Collectables = 922 Clear all = 5804 Energy

Hit the Get Stats button from time to time to see what your object count is and how much energy it would take to clear everything from the level. Future improvements - eventually, engineering will split up the level by sections and we can get a more granular view of object totals per section.

Danny's Confluence Page on Placing World Objects

Placing World Objects

Save All

Hit that Save All button (near the top, under Refresh World Editor Window) frequently and often and then hit it some more. This is the only Save button you need to hit. You DO NOT need to (and shouldn't) hit the Save from File or from right clicking any prefabs. Not even the top, root file name for your level.

TIP: If you accidentally place a ton of unwanted objects in your level (I've done this many times), it's easier to Discard (revert in P4 terms) your *WorldObjects.prefab file in GitHub and then task back into Unity. A popup window asking you if you want to reload your scene will appear. Hit reload and your errant objects will disappear. If you haven't saved in a while, you will also lose your work. So hit that SAVE ALL button many, many, many times while you work!

Fog Placement

In this genre of games, fog is an integral part of the gameplay. It's used to obfuscate objects just beyond the player and the rest of the level. Opportunities for discovery for the player abound and, as a level designer, you can figure out where and how you want players (paying or nonpaying) to find hidden secrets as well as the critical path items.

WorldEdito	editor: /		file Palette	1		_					ŧ
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-24>	25>	-26>		28>	29>	-30>	31 >	32>	33>	34>	-35>
-36>	37>	-30		40		42>			45	46	47>
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	\$				-89>		(1)	9 2	3	94	9 5
9 6		-99>	100								

Once a fog tile number is in use, it will show green in the editor.



Fog Types

There are 2 types of fog. A = AutoFog and Numbered = FogGroup. By far, the AutoFog will be the fog you use the most as it's not tied to any particular World Object. And it works like this:

AutoFog

- Select <A>
- Select Paint Mode: Fill or Paint Mode: Paint
 - Fill = Draw a rectangular and the fog unit will fill the space (below)





- Drag a rectangle (left); let go to fill (right)
 Paint = Places individual grid squares with fog unit (below)



Remember to Save All.

GroupFog

See Fog Inspector for details around how GroupFog works and how it's set up.

Erasing Fog

- To Erase any type of fog:
 - Right mouse click + Fill & release right mouse click or Paint will erase any fog unit

Fog Groups Tied To World Objects

This is a way to uncover an entire group of fog by tying at least one object to a Fog Group <##> such that when that object(s) is interacted with by the player, that associated Fog Group will lift.

A weighting system assigns weights to the object(s) (.1 through 1.0) and if the player collects at least a total weight of 1.0 in objects, that associated Fog Group will lift.

The next section will explain how to author the tying of World Objects to a Fog Group.

Fog Inspector

WorldEditor	Inspector Tile Palette	:						
World Edit	World Editor: Adv_01_V4							
	Refresh World Editor Window							
	Save All							
Collisions:								
	Check Collisions							
	Clear Collisions							
Toggle Layers:								
World Objects:	\checkmark							
Fog:	\checkmark							
Nav:								
Build Area:								
Mode:	Fog Inspector							
	Auto Link All							

This is the Fog Inspector mode. Once in this mode, the work is actually done in the Scene tab.



In the upper left corner of the screen, you'll see a pair of new, red menu items.

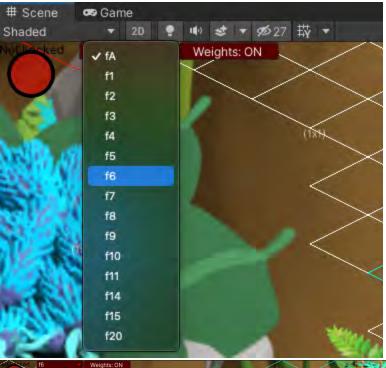


The menu item with fA and the dropdown arrow is the Fog Group selector.

The second menu item, Weights: ON/OFF is a toggle. I have not yet found a use for Weights: OFF so leave it in the ON position for all Fog Group work for now.



In this example, we'll be looking at Fog Group f6.





Here's a closer look at the objects tied to Fog Group f6:



Each object tied to f6 has a +/- on either side of a number (.1 to 1.0). These are weights associated with each object. If a total added weight of 1.0 is met from picking these objects, the associated fog will lift.



While in Fog Inspector mode, select any WO that you want to include in the fog unlocking weight pool of objects and click on the Add button for that object.

This will add the object to the weight pool of objects (below).



You'll now see that associated object with a [-][1.0][+] above it's grid footprint and a dotted line pointing to the closest edge of the Fog Group (in this case, its Fog Group f6).



You can decrease/increase the weight of the object (.1 to 1.0).

Also, with the object selected, there will be a Remove button. This will remove the object from the weight pool. It won't, however, delete the object. Just the weight.

Stacked: Fog Inspector Mode vs Fog Placement Mode



When you're done editing your Fog Groups, remember to Save All.

Fog Inspector (Advanced Controls)

Once you're comfortable with using the Fog Inspector, here are some shortcuts to quickly remove, convert, or select fog groups.



- Remove Fog Group Enter a fog group number and hit "Remove". This will delete all the fog tiles that are assigned to that fog group.
- Convert Fog Groups Used to convert an existing fog group to another specified number.
- Active Fog Groups Click any of the tiles and the camera will frame that fog group in the scene.

*NOTE: Using the "Remove Fog Group" and "Convert Fog Groups" options will automatically save the changes, so be absolutely sure before hitting any of those buttons.

Gated World Objects & Fog Groups

Gated World Objects, more on that here, can also be tied to Fog Groups. They just require the player to satisfy a predetermined requirement to ungate the object and then, when the object is interacted with, the Fog Group associated with that object will lift.

Auto Fog Clear Distance

By inspecting a World Object in the hierarchy, the distance of fog revealed when removing an object can be adjusted.

# WO Collectable (Sc	eript) 🛛 🛛 🖓	: :
Script	WOCollectable	۲
Energy Cost	8	
Energy Per Pull	8	
Reward Table	ି table_grass_small (Reward Table)	\odot
Settings Is Container		
Gather Type	Gather_Kneel	*
Gather Time	All	-
Auto Fog Clear Distance	3	>

Object Opacity Under Fog

World Objects are defaulted to be hidden under fog. However, there will be times when you'll want to have certain WOs stick out from under the fog. There are 3 modes to choose from on a per placed object basis.

# WO Renderer (Script)		9 ⊉ :
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Save State	woTree_Tall01 (WO Save State Collectable)	0
Visual		
Main Sprite	Sprite (Sprite Renderer)	۲
Override Order		
Order in Layer	60	
Outline Green Mat	SpriteGreenOutlineMat	۲
Outline White Mat	SpriteWhiteOutlineMat	۲
Grid		
Dimensions		
×	t	
Ŷ	1	
Blocks Nav	2	
Active Group	📅 Active	0
Inactive Group	👼 İnactive	0
Complete Group	Completed	O
Render Under Fog Type	Default	*

Go down to Render Under Fog Type and click on the dropdown arrow. When you do this, the drop down menu will appear

Render Under Fog Type	√ Default
UI Marker	Transparent
World Marker Preiab	Opaque

3 settings: Default, Opaque, Transparent

- Default objects are hidden under fog and then shown when they are revealed OR when near edge of fog
- Opaque fully visible under fog
- Transparent peeking through fog



Use case examples:

- POIs will sometimes be needed to poke through the fog to attract the player
- Semi-opaque treasure can be seen to lure players into non-critical path location

Danny's Confluence Fog Placement

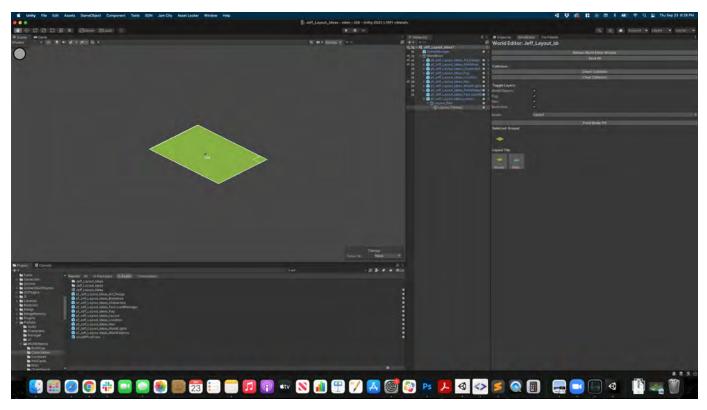
Fog Placement

Layout & Nav

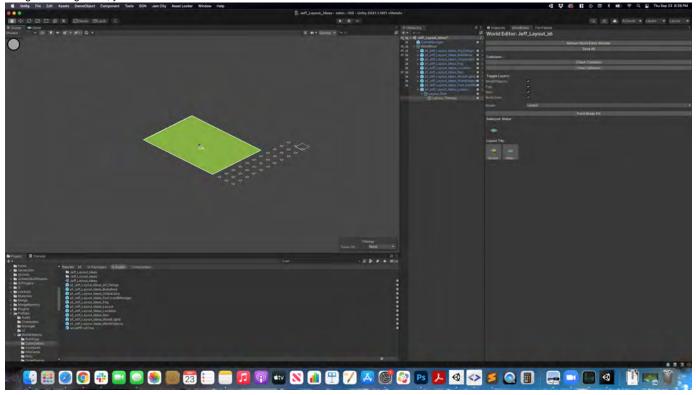
In Layout mode, a basic ground plane can be added. The grid can be either Filled or Painted in, grid square by grid square.

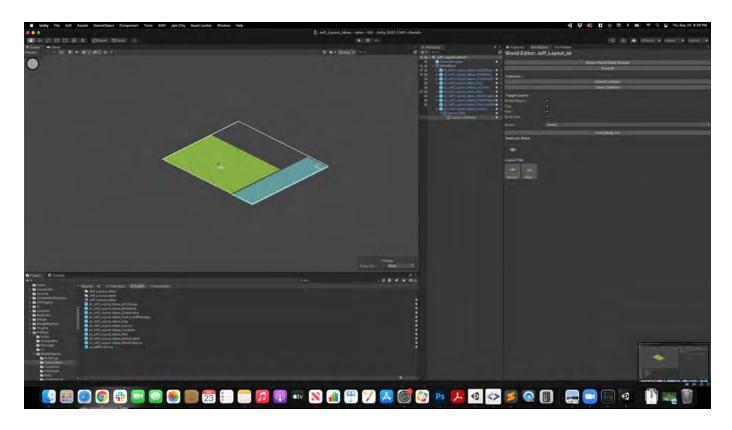
Layout Tool - Ground & Water

and the second sec	dEditor Tile Palette	18
World Editor:	Jeff_Layout_Idi	
		Refresh World Editor Window
		Save All
Collisions:		
		Check Collisions
_		Clear Collisions
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World Objects:	~	
Fog: Nav:	2	
Build Area:	2	
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Ground Water		
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Along with the ground, you can add in water tiles:

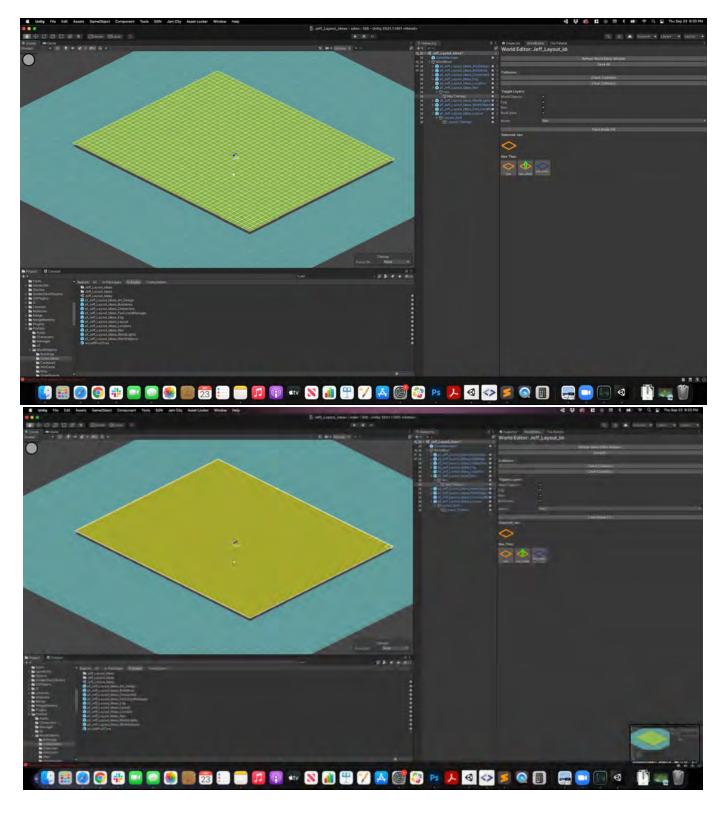




Nav Tool

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World Editor:	Jeff_Layout_Idi		
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		Check Collisions	
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Fog:	4		
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The Nav Tool is used to define areas where the player can walk. Simply draw over the ground like you would a ground plane.



Danny's Confluence Nav Page

Nav

Build Area

Danny does a great job of describing this feature in the following Confluence page.

Build Area

Characters

To add characters to a level, select Place World Objects mode, and place them like you would other world objects. If they will not be controlled by the player from the very start of the level, make sure the box "Is Controlled by Default" is unchecked in the inspector.

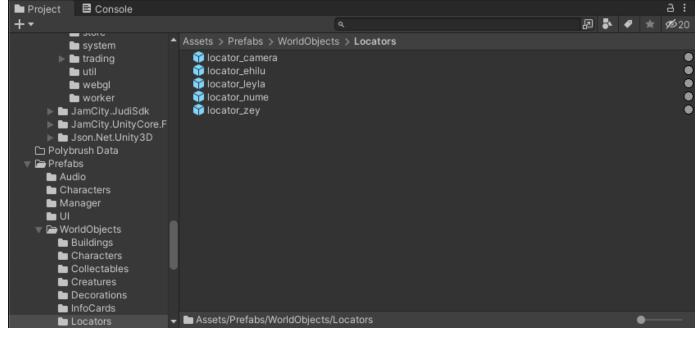
# WO Save State Character (S	cript)	0 # 1
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Interact	nume (WO Character Interact)	0
Character		
Character Obj	Frume (Character Object)	۲
Pathing	mume (WO Character Pathing)	9
Is Controlled By Default	and the second second	
Current State = Inactive		

If you want them to accompany they player later on in the level, you can unlock them by using the player_controls [main character, new character] command in your script.

Locators

*Note: At the time of this writing, the Locator Mode in the World Editor was not working.

Locators are used to position characters and cameras during cutscenes. To get a locator into the scene, navigate to Assets/Prefabs/WorldObjects /Locators and select the locator you need and drag it into the scene.



Once the locator is positioned where you want in the scene, go to the Hierarchy and move the locator into the Locators prefab and rename it as needed.

'≡ Hierarchy		а:
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🦋 🍞 GameManager		• >
👁 🎾 🚽 🕤 WorldRoot		
M pf_UI_TestLevel_Adv	_Art_Design	• >
Ø Pf_UI_TestLevel_Adv ØØ Ø Pf_UI_TestLevel_Adv	_BuildArea	· • >
🔰 🔰 😭 pf_UI_TestLevel_Adv	_Characters	• • •
Ø pf_UI_TestLevel_Adv ØØ ► pf_UI_TestLevel_Adv	/_Fog	· • >
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Image: Second State State Image: Second State Image: Second State Image: Second State		• >
🔰 😭 pf_UI_TestLevel_Adv		• >
🖌 🔰 🌱 pf_UI_TestLevel_Adv	Layout	• >
✗		

To make the character face a certain direction, select the character in the hierarchy and look for the WO Character Renderer component in the Inspector tab. Change the Rotation value.

# 🛩 WO Character Renderer (So	ript)	0 非 :
Character Save State	n leylan (WO Save State Character)	0
Busy Marker Prefab	R BusyMarker /Busy Marker	0
Rotation	X1 Y0	

To see the change, look at the blue dial below the character.



The blue dial points towards the X,Y coordinates given. Think of a 2D grid that is on top of the dial. Below is a quick reference for commonly used directions.

Direction	x	Y
Up	0	1
Up-Right	2	1
Right	1	0
Down-Right	2	-1
Down	0	-1
Down-Left	-2	-1
Left	-1	0
Up-Left	-2	1

Pathing Locators

To create a path: right click the Locators prefab in the hierarchy> Create Empty > Rename to your path. Inspect your new path > Add Component > Scriptable Path > Add Path Node.

The path nodes are the children of your path and will appear as red dots. Use W+ Left click to move them around.



Flying paths will use the same method.

Day-Night Setting

Eden will have day/night cycles in the Home Camp. However, adventure levels will be either light or dark (there is no notion of day or night on Pandora). Here is the setting for that for each level.

With the WorldRoot selected in the Hierarchy of your level, click on the Inspector tab. At the bottom of the World Manager (Script) section, you'll find the Day Night Setting and dropdown field.

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	NavMap Nav Tilemaps				1
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	Build Build Manager	D pLJeffLayo	ut_ideas_BuildArea (Build M	tanager)	
	World Lights World Lights	Dpt_left_Layo	ut_Ideas_WorldLights (Work	d Lights)	
	Fan Lizards Fan Lizard Manamer	nt left Lavin	ut ideas Fani izardManane	r (Ean Lizard Manager)	
	Day Night Setting	All			

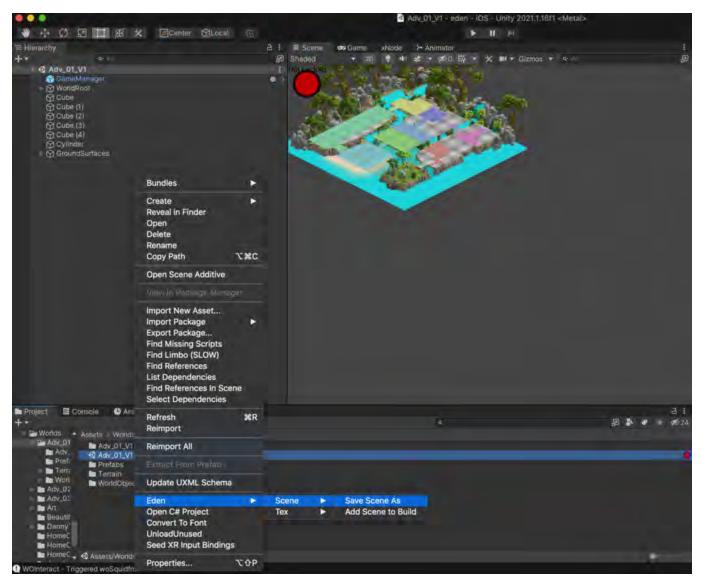
Click the dropdown arrow to reveal choices between All, Day, and Night.

ay Ight

- All Day-Night cycles automatically. This is used for Home Camp only
- Day Toggles on Day mode for the level. Will stay day the entire time in this level
- Night Toggles on Night mode for the level. Will stay night the entire time in this level

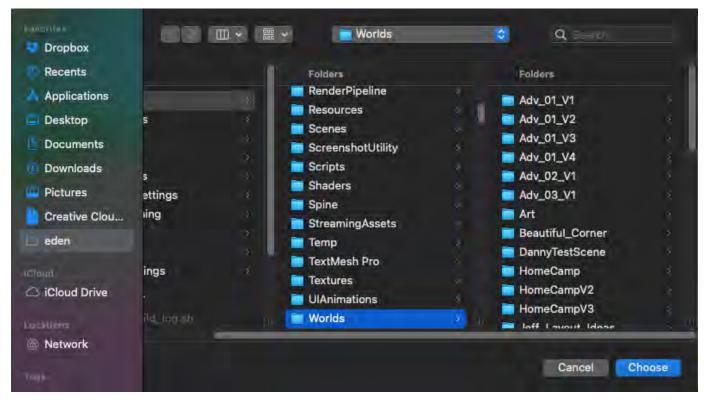
Save As An Entire Level

This is functionality that allows you to essentially duplicate an entire level. This is great for creating a test condition of an existing level without harming the original.



- In the Project tab, search for your level.
- Right click on the level's Unity file.
- Go to Eden > Scene > Save Scene As

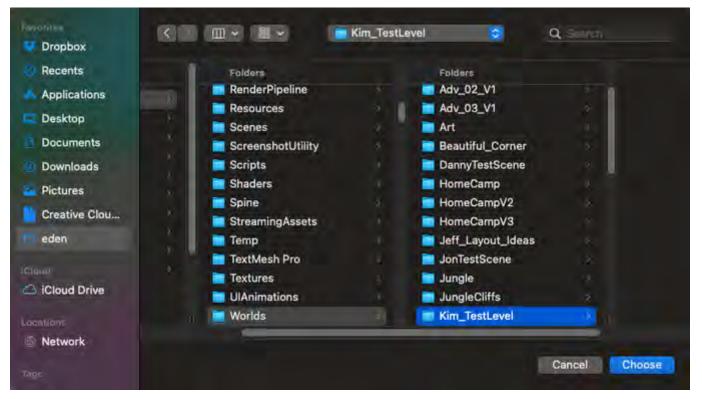
A dialog box will appear asking you to choose a folder. World will be selected. This will bring up this dialog:



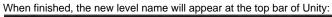
While World is selected, hit cmd + shift + N to create a new folder under world. This will pop up:

New Folder	
Name of new folder i	nside "Worlds":
untitled folder	
	and the second second
	Cancel Create

Name you new level name (which is the same as the folder name). Results should look like this:



Now hit Choose and everything that was in the previous level will be copied over to the new folder but with all of the names changed to the same folder name. This might take a minute or two to complete.



Kim_TestLevel - ed	en - iOS - Unity 2	021.1.16f1 <metal></metal>	
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Inspector WorldEdit	tor Tile Palette		
World Editor: Kim	n_TestLevel		
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Collisions:			
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Cube
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🖓 Cube (3)
Cube (4)
Cylinder
GroundSurfaces
[1] M. Santakari, and A. Santakari, and M. Santakari, "A strategy of the st

Next, you'll want to add this new level into the develop repository.

In GitHub, you'll see all of your new files associated to the new level.

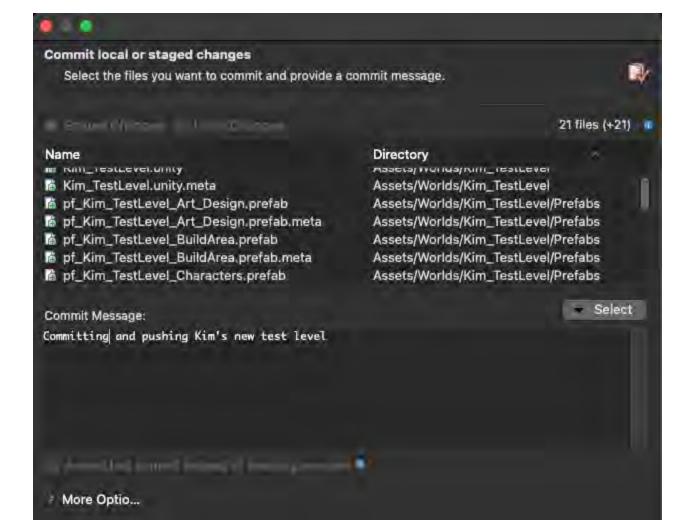
Files	23,264 files hidden	Q		🔚 🔁 📄 📑 🖺 📑 🛃 Comme
Name			State	Relative Directory
Kim_Test	Level.meta		Untracked	Assets/Worlds
Kim_Test	Level.unity		Untracked	Assets/Worlds/Kim_TestLevel
Kim_Test	Level.unity.meta		Untracked	Assets/Worlds/Kim_TestLevel
pf_Kim_T	estLevel_Art_Design.pre	fab	Untracked	Assets/Worlds/Kim_TestLevel/Prefabs
pf_Kim_T	estLevel_Art_Design.pre	fab.meta	Untracked	Assets/Worlds/Kim_TestLevel/Prefabs
pf_Kim_T	estLevel_BuildArea.pref	ib	Untracked	Assets/Worlds/Kim_TestLevel/Prefabs
pf_Kim_T	estLevel_BuildArea.prefi	ab.meta	Untracked	Assets/Worlds/Kim_TestLevel/Prefabs
pf_Kim_T	estLevel_Characters.pre	fab	Untracked	Assets/Worlds/Kim_TestLevel/Prefabs
pf_Kim_T	estLevel_Characters.pre	fab.meta	Untracked	Assets/Worlds/Kim_TestLevel/Prefabs
pf_Kim_T	pf_Kim_TestLevel_FanLizardManager.prefab		Untracked	Assets/Worlds/Kim_TestLevel/Prefabs
pf_Kim_T	pf_Kim_TestLevel_FanLizardManager.prefab.meta		Untracked	Assets/Worlds/Kim_TestLevel/Prefabs
pf_Kim_T	estLevel_Fog.prefab		Untracked	Assets/Worlds/Kim_TestLevel/Prefabs
pf_Kim_T	estLevel_Fog.prefab.me	ta	Untracked	Assets/Worlds/Kim_TestLevel/Prefabs
pf_Kim_T	estLevel_Locators.prefa	b	Untracked	Assets/Worlds/Kim_TestLevel/Prefabs
pf_Kim_T	estLevel_Locators.prefa	b.meta	Untracked	Assets/Worlds/Kim_TestLevel/Prefabs
pf_Kim_T	estLevel_Nav.prefab		Untracked	Assets/Worlds/Kim_TestLevel/Prefabs
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QuestCor	nfig.asset		Modified	Assets/Resources/Configs
WorldCor	nfig.asset		Modified	Assets/Resources/Configs

You'll notice all of the new files are "Untracked." This means they are not registered/recognized by develop. You have to commit and push these new files onto develop so they can be tracked. So let's go ahead and Stage all of the untracked files. We'll take care of pushing the WorldConfig. asset file in a different commit.

Files	23,264 files hidden 🔍		· · · · · · · · · · · · · · · · · · ·	Commer
Name			- State Re	lative Directory
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Name		State	Relative Directory	Renamed Path
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💩 Kim_TestL	evelunity	Added	Assets/Worlds/Kim_TestLevel	
🔒 Kim_TestL	.evel.unity.meta	Added	Assets/Worlds/Kim_TestLevel	
pf_Kim_Te	estLevel_Art_Design.prefab	Added	Assets/Worlds/tLevel/Prefabs	
pf_Kim_Te	estLevelsign.prefab.meta	Added	Assets/Worlds/tLevel/Prefabs	
pf_Kim_Te	estLevel_BuildArea.prefab	Added	Assets/Worlds/tLevel/Prefabs	
a pf_Kim_Te	estLevelArea.prefab.meta	Added	Assets/Worlds/tLevel/Prefabs	
a pf_Kim_Te	estLevel_Characters.prefab	Added	Assets/Worlds/tLevel/Prefabs	
a pf_Kim_Te	estLevelters.prefab.meta	Added	Assets/Worlds/tLevel/Prefabs	
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🗟 pf_Kim_Te	estLevelager.prefab.meta	Added	Assets/Worlds/tLevel/Prefabs	
pf_Kim_Te	estLevel_Fog.prefab	Added	Assets/Worlds/tLevel/Prefabs	
pf_Kim_Te	estLevel_Fog prefab.meta	Added	Assets/Worlds/tLevel/Prefabs	
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a pf_Kim_Te	estLeveltors.prefab.meta	Added	Assets/Worlds/tLevel/Prefabs	
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And now, above, we've successfully added all the new files. Next, we need to Commit these files with a Commit note.

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Committed!^

And now, we're ready to Push this level to develop.

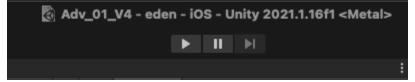
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<>	Do you want to push br 1 branch will be pushed to 'c	and the second	5
	Don't show again	Cancel	Push

Commit and Push the WorldConfig.asset file separately. And that's it.

NOTE: When creating a new level, it is best to check in WorldConfig.asset right away so that is isn't written over or conflicts with someone else's check in.

Play Your Level

At the top of Unity, under the level title on the top bar, you'll see a set of Play, Pause, and Frame Forward buttons.



Press the Play button and the game will start. But if you want a specific level to start (the level you're working on), you'll have to change the order of the main quests in the QuestSystemManager.prefab file.

NOTE: There is a new/better way to do this. Danny created an override that will allow you to specify exactly what Quest Graph you want to start.

🕆 # 🐱 World Manager (Script)		0 ‡ :
Script	WorldManager	0
Debug Editor Free Play	~	
Quest Graph Override	quests_dannytestscene	
Debug Is Home Camp	~	î
World Objects		

The rest is still valid but Danny's new method is a lot easier and a lot safer (no more accidentally committing the QuestSystemManager. prefab.

Here's how you do that:

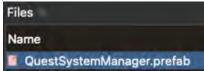
- Go to your Project tab
- Search for questsystem and click on the file

earch: All In Packages In Assets 'QuestGraphs'			م questsystem	
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o to the Inspector tab and it'll look like this:				
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– Element I	nquests_adv	_1 (Quest Graph)		0
 Element 2 	inquests_hom	necamp_2 (Quest Graph)	0
Element 3	%quests_hon	necamp_3 (Quest Graph	1)	0
Element 4	anquests_kim	_testlevel (Quest Graph)	.0
				+ =

• Grab the = sign of the quests you want to put on top, on the far left side under Quest Graphs, and drag it up to the top. Replace the Starting Graphs with the one you want. After, hit Save All. Now it'll play first when you hit the play button.

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- Element 2	duests_ad	v_1 (Quest Graph)		0
- Element 3	🖓 quests_ho	mecamp_2 (Quest Graph	1)	0
Element 4	/ quests_ho	mecamp_3 (Quest Graph	1)	0
				+ -

In GitHub, you'll get a check out of a file called QuestSystemManager.prefab. This tweak you did above is from this file. And for as long as you need to test your level, make this QuestSystemManager.prefab perma-checked out. DO NOT commit the QuestSystemManager.prefab file unless you would like the changes to show for everyone.



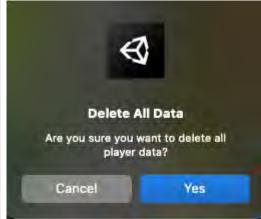
NOTE: If you get a playermarker error when trying to run a new level, you may need to set the character again in the inspector.

[14:03:14] NullReferenceException: Object reference not set to an instance of an object PlayerMarker.Init () (at Assets/Scripts/Player/PlayerMarker.cs:21)

'≡ Hie	erarchy	а:
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TIP: To reset your fog back to the beginning as well as all of the quests, so that you can replay your level, press + U. A dialog box will appear, click on the Yes button.



The other way to do it is via the menu like this:

SGN	Jam City	Asset Loc	ker Window Help
Utility		>	Assign Resource Object Icons
Config	i	>	Screenshot World Objects
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Assets	5	>	Story Command Reference
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Dev		>	Print Story Config Command Summary
Merge	Editor		Add Best Fit Script
World	Editor		Swap Font Tool
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QuestGraph

Introduction

The QuestGraph is the guts of a level. This is our scripting tool and this is what keeps our players constantly moving forward in our game.

A level is a series of quests with tasks that, when completed, trigger a story script that may contain as little as a command to start the next quest to extensive camera zooms, camera vignetting, delays, and character chat lines. We can even move characters on the play field.

Creating New QuestGraphs

The video in this Confluence page shows how to create a new QuestGraph: New QuestGraph

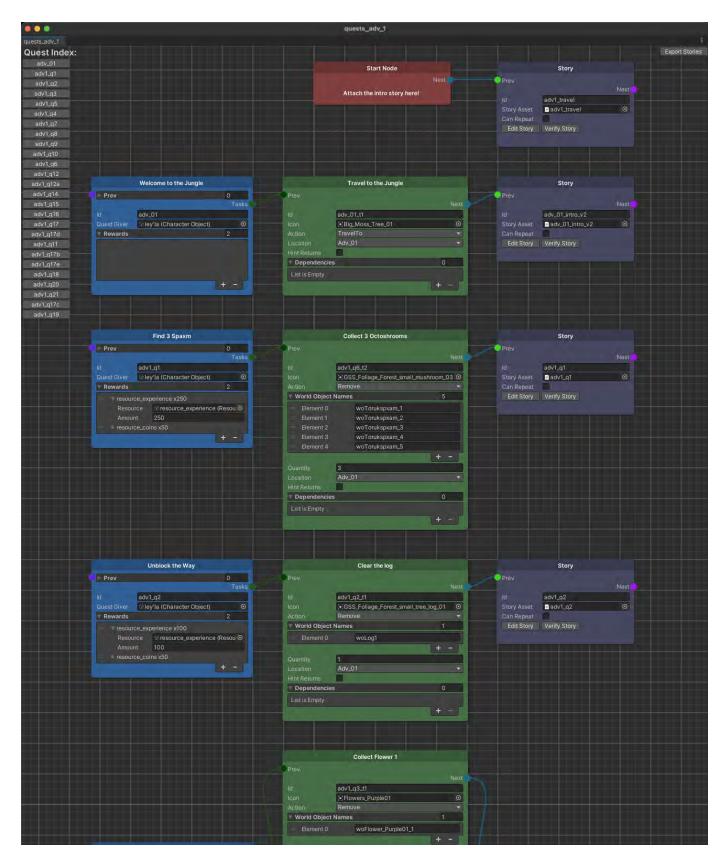
Essentially the steps are as follows:

- From the Project tab, go to Assets>aaStoryGraphs>QuestGraphs and right click in any space and choose Create > Quest Graph
- This will create a new Quest Graph in Assets > aaStoryGraphs > QuestGraphs called New_Quest_Graph
- Rename this to quests_*whatever* NOTE: Keep quest IDs lowercase, this is how they are imported from the Loc file.
- From the Project tab's search, type in QuestSystemManager and select the QuestSystemManager (blue cube/red bracket icon)
- In the Inspector tab, go down to the Quest Graphs section and hit Plus icon to add an element.
- · Click the radio dial button. This will bring up the Select Quest Graph window. Choose the new QuestGraph
- Now move the QuestGraph element to the top of the order. Now when you test your level, it will load your level first. Reminder, don't submit the checked out QuestSystemManager.prefab Just keep it locally.

QuestGraph Nodes

Here are the main parts of the QuestGraph.

Main UI:



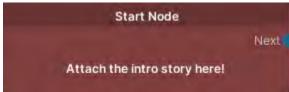
Quest Index:

Quest Index: adv1_q1 adv1_q2 adv1_q3 adv1_q4 adv1_q4b adv1_q4b adv1_q5 adv1_q6 adv1_q7 adv1_q8 adv1_q10 adv1_q12 adv1_q13 adv1_q14 adv1_q13 adv1_q14 adv1_q17 adv1_q17	quests_adv_01_v2
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adv1_q17b adv1_q18 adv1_q19 adv1_q20	adv1_q17
adv1_q18 adv1_q19 adv1_q20	adv1_q17c
adv1_q19 adv1_q20	adv1_q17b
adv1_q20	adv1_q18
	adv1_q19
adu1 a01	adv1_q20
advi_q2i	adv1_q21

Nodes

• This is essentially a bookmark table of contents. Each button will take you too that particular quest

Start Node



• There's only one function, to set the order of the level and push to the first story

Story



• This handles the script for everything from starting the next quest to triggering camera cutscenes, starting character dialog, etc.

Quest

	Find 3 Spaxm	
		Tashs
la:	adv1_q1	
Giver	ehilu	
Reward	5	0
List is Em	aty	
		+ - 1

• The quest handles the start of a quest with the quest ID and any rewards for completing the quest via its tasks.

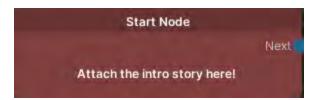
	Collect 3 Spaxm		
Prev			
		Nex	
	adv1_q6_t2		
leon	· GSS_Follage_Forest_smail_mushroom_03		
Action	Remove	-	
World Object Nar	1		
World Object	Names	3	
- Element 0	woTorukspxam_1		
- Element 1	woTorukspxam_2		
Element 2	woTorukspxam_3		
		T -	
Location	None		
Location Hint Returns	None		
		0	
HintReturns			

• The task window is the meat of the scripting system. This is where you'll connect World Objects with the script.

Let's get into more details about each of these windows and their functions. Then we'll go through a use case as an example.

Start Node

Chapter 1 will be the Home Camp, where the player and the story will start. Chapter 2 will be the first adventure level and so on. Hence, the Chapter window in the above example is set to 2, which is the first adventure level the player will visit partway through, early on, in the Home Camp.



Assuming you're starting from scratch. Start by right clicking the QuestGraph field. A menu will appear:



Choose Start to start the level.

Next, do the same but choose Story and put the two nodes near each other, Start node on the left of Story. It should look like this:

Start Node	Story			
Next	🔍 🗸 Prev		0	
Attach the intro story here!	List is Empty			
			+ -	
			Next	
	Id	adv1_travel		
	Story Asset	adv1_travel	O	
	Can Repeat			
	Edit Story	Verify Story		
			THE REAL PROPERTY AND INCOME.	

Now click and hold on the Next node and drag across towards the Story node. A tether is attached to the Next node and the cursor will draw the rest of the line towards the green Story node. This is how it'll look when connected.

Start Node			Story	
	Next	Prev.		Nex
Attach the intro story here!		ld	adv1_travel	Ne)
		Story Asset	adv1_travel	C
		Can Repeat		
		Edit Story	Verify Story	

Story

Now, click on the Edit Story button. This will bring up the *.storyconfig file in your text editor**. If a *.storyconfig file doesn't already exist, a default one will be created.

	Story	
🔵 🛛 Prev	C	
List is Empty		
	+	
-		Next
la		
Story Asset	None (Text Asset)	0
Gan Repeat		
Edit Story	Verify Story	-
Story Object	None (Story Object)	۲
Edit Story Ob	oject	-
-		

Note: The Edit Story Object button is a way to do the same kind of scripting as Edit Story does but it does it in Unity itself instead of in text. I prefer the text method so that's what will be focused on here.

If a previous Task or Chapter output is connected to the green input point, the upper list field disappears as seen below:

Prev		
		Next
ld		
Story Asset	None (Text Asset)	0
Can Repeat		
Edit Story	Verify Story	
Story Object	None (Story Object)	O
Edit Story O	bject	

The ID, taken from <u>I2Loc Eden Localization</u>, will automatically fill in the Story Asset with an existing asset or create an empty one with the correct name.

[PLACEHOLDER]

Naming convention hasn't been established yet. Will edit this when a new naming convention is made.

TIP: You can copy/paste any node or select any number of nodes to copy/paste! Super handy when creating multiple but similar node scripts.

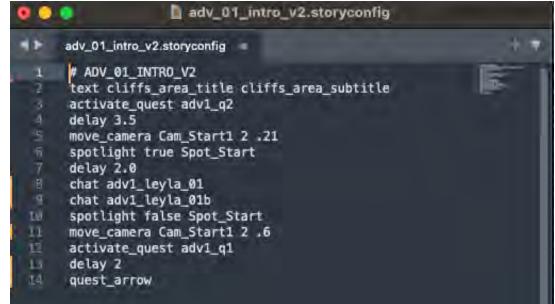
Connecting Story Nodes to Next Quest

To start the next quest upon completion of a Story, simply connect the Next output from the first story to the Prev input of the next quest as shown below in the purple connecting lines:

Back to the bush!		Go back to the Jungle		Story	
Prev 0	O Prev		Prev		
Tas		Next			
ld adv1_q8	la	adv1_q8_t1		adv1_q8	
	○ Icon	TraderCamp01	Story Asset	adv1_q8	0
Rewards 2	Action	TravelTo	Can Repeat		
resource_experience x100	Location	Adv_01	Edit Story	Verify Story	
Resource @resource_experience (Resou C	Hint Returns				
Amount 100	Dependenci	ies 0			
resource_coins x50	List is Empty				
+ +		+ -			
Clear a path!		Clear the path		Story	
	C Prev		Prev		
Tas Id. adv1_09		Next		Total and	Next
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Rewards 2	Action	Remove *	Can Repeat	auvi_qa	٢
resource_experience x250	World Object		Edit Story	Verify Story	
Resource @resource_experience (Resou @					
Amount 250	Elemento	+ -			
	Quantity.	1			
resource coins x50					
resource_coins x50	Location	Adv 01			
resource_coins x50	Location Hint Returns	Adv_01 +			
	Hint Returns				
+ -	Hint Returns				
+ -	Hint Returns				

**Use a text editor of your choice. I like Sublime Text. Download here for free: https://www.sublimetext.com/download

Here is an example of a StoryConfig:



Let's dissect these lines:

ADV_01_INTRO_V2

• # makes the line unreadable to the game, so we can use this comment with

text cliffs_area_title cliffs_area_subtitle

<u>Taken from I2Loc Eden Localization Rows 7 & 8 in Chi 1 Tab</u>

· Activates this quest so it'll show up in the Quest Log

delay 3.5

• Literally a time delay of 3.5 seconds

move_camera Cam_Start1 2 .21

• Moves the player camera (Cam Start1) over 2 seconds to .21 zoom distance in

delay 2.0

• Another delay, 2 seconds

chat adv1_lcyla_01

<u>Chat dialog from 92Loc Eden Localization in Quests_Adv_01 Tab</u>

chat adv1_lcyla_01b

<u>Chat dialog from 92Loc Eden Localization in Quests_Adv_01 Tab</u>

Dialog will no longer be done as above. Instead, follow either format below:

- start_dialogue ley'la nume line adv1_leyla_01 line adv1_nume_01 end_dialogue
- dialogue leyla nume adv1_leyla_01,adv1_nume_01

move_camera Cam_Start1 2 .6

<u>A camera zoom out using Cam_Start1 over 2 seconds</u>

activate_quest adv1_q1

Activates this quest so it'll show up in the Quest Log (This is now obsolete as you may now connect a Story to the next Quest via connecting lines. See https://socialgamingnetwork.jira.com/wiki/spaces/EDEN/pages/2240020715 /Level+Designer+s+Tools+Handbook#Connecting-Story-Nodes-to-Next-Quest).

delay 2

• Another delay, 2 seconds

quest_arrow

Plays a left pointing yellow arrow showing where the Quest Log is

Here's a good resource for the most up-to-date Story Config Commands:

• First go to SGN > Utility > Story Command References

SGN Jam City As	set Locker	r Window Help	
Utility Config Export Assets Jenkins	> 5 > 5 > 4 > 5	ConvertToObstacles SetQuestGiver Check Graphs for DuplicateGUIDs Screenshot Text Based Resource Icons Assign Resource Object Icons Screenshot World Objects	
Script Dev Merge Editor	>	Environment Story Command Reference	>
World Editor Reset Empty GUIDs	C	Delete Save Data NavMeshTool	960
PreBuildOpt Find Rogue Sprites	A	Print Story Config Command Summary Add Best Fit Script	
Find Bad Web Sprites RemoveUnusedSprites FindUnusedSprites	5 E	Swap Font Tool Border Tint Tool DetectLeaks Window	
Dev Settings Prepare Local Build	1.5	ModifyFontAlignment Export Selected Atlas	
Build Bundles	C	Clean Empty Dirs	

• Which leads to this:

unlock_hud:	Unlock a hud element (0) Hud Element Name:	String
unlock_scene:	Unlock scene (0) Scene Name:	String

Task Action Descriptions:

Get:	Earn resources from any source
Uset	Use resources from any source
Have:	Currently have a balance of specified resource
Interact:	Tap specific world object
MoveTo:	Move character to a specified locator
Remove:	Interact with an object to remove it from the world
Gather:	Get a resource from gathering in the world
Harvest:	Get resource via plot or limited harvester
Craft:	Craft a specified resource
Trade:	Trade at an order board with the specified resources
CompleteOrder:	Complete an order at an order board
Purchase:	Buy an resource in the storefront
Spend:	Use a specific resource in the storefront
Plant:	Use a specific resource to at a plot
Repair:	Repair a building type
Build;	Bulld a specific building
RelationshipLevelUp	Level up a relationship to a specific level
Reveal:	Reveal a specific object from under fog
TravelTo:	Travel to a specific scene
Generate:	the base has a set

StoryCommandReferenc..

storyCommandRefer	BNG		
		Story Config	
Characters: Ehilu Teylu Lila PewukeTeU Ley'la Hexapede Nume Ley'la_Luigi			
	Con	nmand Reference:	
Filter:			
activate:	Set World Object (0) to Active Object Name:	String	
activate_quest:	Activale Quest (0) Quest Id:	String	
animate_character:	Animate (0) with (1) Character lu: Animation Name:	Character String	
chat:	(0) says: (1) Localization Key:	Localization	

clear_fog;	Clear fog area (0)	Project
	Fog Id:	String
day:	Change to Day	
delay:	Walt for (0) seconds Duration:	Float.
infocard:	Show Info Card (0) Info Card Name:	String
map_arrow:	Show the map arrow on hud	
menu:	Show Menu (0) Menu Name;	String
move_camera:	Move camera to (0) over (1) second Location: Duration: Zoom Level (0-1):	ls at zoom level (2) String Float Float
move_character:	(2) (0) to (1). Timing: (3). Character Id: Location: Movement: Timing:	Character String WalkOrTeleport DelayOrContinue
next_quest_graph:	Use next quest graph	
night:	Change to Night	
player_controls:	Set (0) as controllable Character lds separated by comma	String
quest_arrow:	Show the quest arrow on hud	
set_active:	Set World Object (0) to Active Object Name:	String
spotlight:	Spotlight (0) at (1) Show: Object Name:	Bool String
text:	Show Text Overlay (0):(7) Title key: Subtitle key: true = Fullscreen style : Talse = Ban	Localization Localization Bool
trigger_obj:	Trigger World Object (0) Object Name:	String
unlock_hud:	Unlock a hud element (0) Hud Element Name:	String

• I would just keep this open somewhere on your desktop. It will open again if you close Unity. It's a great reference and it's kept up to date by Danny.

Move_character should be written like this:

Move_character has separate move commands for each movement type:

move_character_walk = force character to walk move_character_run = force character to run move_character_teleport = force character to teleport move_character = game will decide based on distance

Move_character (actor name) (Mark_* [pointer]) (true=walk/false=teleport((true=delay/false=continue)

Example:

move_character Ley'la Mark_Leyla_Juicer true false

- Ley'la is the player character
- · Mark_Leyla_Juicer is the pointer where the player character will go to
- · True means she'll walk to pointer
- · False means once the script above is called, the rest of the Story just continues

To move two or more characters at the same time, omit the true false at the end of the move_character command. Otherwise each character will wait for the previous character's move command to finish before they begin theirs.

NOTE: It is best to move a character and camera all at once by command + selecting both.



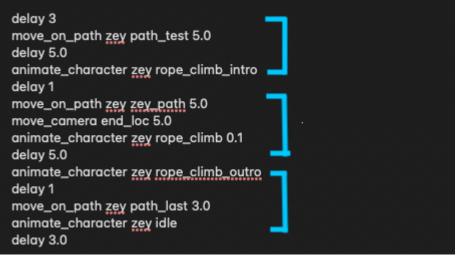
Dialogue

NOTE: When scripting dialogue with more than two characters, use a comma to group them together.

Ex. Start_dialogue Leylan, Zey Nume

Leyland and Zey will be on the left and Nume will be on the right when the letterbox appears with the talking heads.

Pathing



Dissection:

delay 3

• wait 3 seconds

move_on_path zey path_test 5.0

• [move command] [character] [name of path] [amount of time to move]

delay 5.0

• This should match the time in the previous line to allow the character to finish moving on the previous path before starting the next.

animate_character zey rope_climb_intro

• [start animation] [character] [name of animation] for the path line above.

delay 1

one second wait

move_on_path zey zey_path 5.0

• [move command] [character] [name of path] [amount of time to move]

move_camera end_loc 5.0

• [move camera] [camera name] [time to move]

delay 5.0

• This should match the time in the previous line.

A path sequence is made of 3 parts, an intro, the main path, and an outro. The into and outro are animations to transition the character naturally into and out of the main path animation, but the scripted order sequences are the same.

Animation Length

To look up how long an animation takes in order to add the correct delay:

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Deat + Editori Etro Passe Tollor+						101120

30 fames is a second, so 153 frames would be 5.1 seconds.

Follow Camera

A scriptable command to have the camera follow a game object

FOLLOW CAMERA TEST

set camera to follow leylan
follow_camera leylan

move leylan to loc, wait until reaches destination move_character_walk leylan loc true

```
# set camera to follow NULL ( stop following )
follow_camera NULL
```

Quest

Along with Chapter, this script node has very few entries required to be filled.

	Quest	
	_	Tasks
ld		
Giver	ehilu	
Reward	ls	0
List is Em	pty	
-		+ - 1

- Id quest ID taken from <u>I2Loc Eden Localiaztion</u> in the level's tab
 - This will also automatically change the title of the Quest box to whatever is written in the Loc file like this:

	Find 3 Spaxm	
		Taste
	adv1_q1	
Giver	ehilu	
Reward	is	0
List is Em	pty	
		1+ - 1

- Giver character name (work with the Narrative team to determine who gives a quest)
- Rewards established by systems design, so work with them for this information

This is mainly a start point for new quests, called upon from the previous quest's story.

Task

As mentioned, this is your bread and butter work in QuestGraph. This is the direct interface with your level where World Object interactions trigger events as dictated by the Task's Actions.

Prev	None (Quest Node)	O
		Next
ld	lane and the second sec	
loon	None (Sprite)	0
Action	None	Ŧ
Location	None	*
Hint Returns		
Dependenci	es	0
List is Empty		

As with the Story node, when connected to the Task's input point, the upper most field will disappear like this:

Prev		
PIEV		Nex
ld		
lcon	None (Sprite)	0
Action	None	
Location	None	*
Hint Returns		
🔻 Dependenci	es	0
List is Empty		
-		+ - 1

Adding in the Task Id will also populate the Task node's title with the name from <u>I2Loc Eden Localiaztion</u> and the tasks from the level's tab. The task Id is the quest Id with _t# added to the end.





Types of Tasks

There are many types of tasks but in the examples below, we'll go over 3 of the most common Actions for tasks.

Obstacles and Decorations

Remove

This is probably the most common task. Choose Remove from the dropdown menu for Action.

	Clear the way	
Prev	None (Quest Node)	0
		Next
ld	adv1_q5_t1	
lcon	Fern_Low_B_01	0
Action	Remove	٣
World Object Nam		
World Object	Vames	1
Element 0	woFern02_F3_5	1
		+ - 1
Location	None	
Hint Returns	8	
Dependencies		0
List is Empty		
		4.5
ld	Get Use	
ld	and the second se	
lcon	Have Interact	
Action	MoveTo	
World Object Nam	✓ Remove	
World Object N	Gather	
Element 0	Harvest	
	Craft	
Location	Trade	
Location	CompleteOrder	
Hint Returns	Purchase	
Dependencies	Spend	
List is Empty	Plant	
	Repair	
	Build	
	RelationshipLevelUp	
	Reveal	
	TravelTo	
	Generate	
	Sonorate	

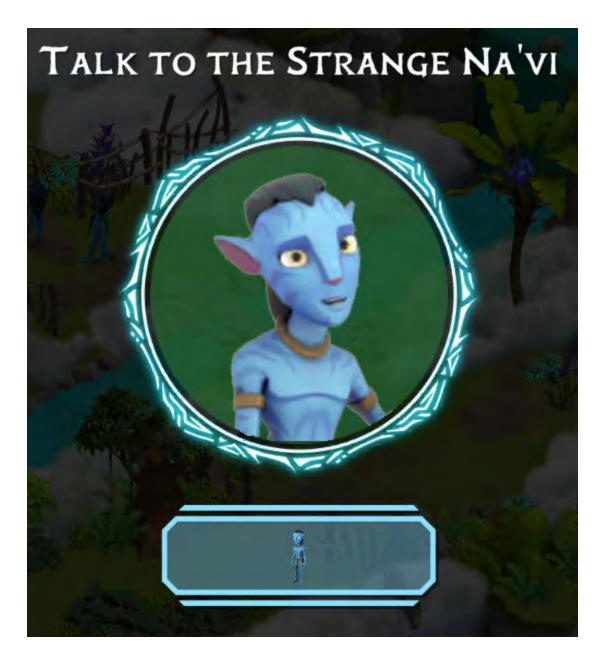
You can list as many World Object Names as you need by adding more lines under the World Object Names list by clicking on the + icon.

	Gi	ather more plants	
rev			
			Nex
đ	adv1_	q12_t1	
con	Fer	n02	0
Action	Remo	Ve	Ť
Norld Object Na	n		
World Object	Names		6
Element 0		woFernMed_F6_1	
Element 1		woFernMed_F6_2	
Element 2		woFernMed_F6_3	
Element 3		woFlower_Purple01_F	6_1
Element 4		woGrass3_F6_1	
Element 5		woGrass3_F6_2	
			+ +
ocation	None		
Hint Returns			
Dependencie	s		0
List is Empty			
			+ - 1

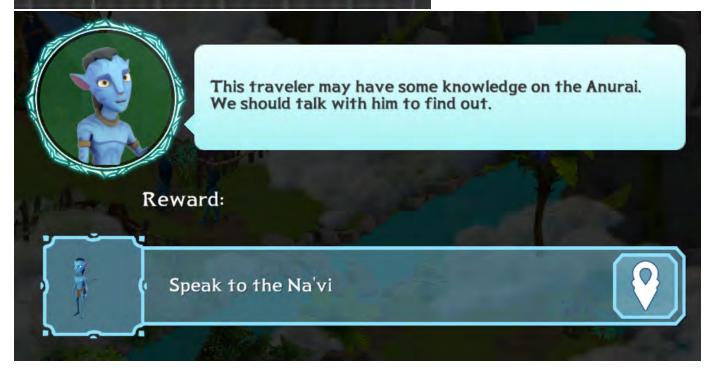
Once all of the listed WOs are interacted with, the task will be complete.

Interact

This is literally requiring the player to tap on the designated World Object.



Prev		
FICY		Next
ld	adv1_q11_t1	
lcon	ehilu_jcon	0
Action	Interact	
World Object Na	m woNaviTrader	
Quantity	1	
Location	None	
Hint Returns		
T Dependencie	es	0
List is Empty		



Here, the World Object is woNaviTrader.

Once the player taps this object, the task is complete and the Next output will be called, it goes to Story, and the next script will play.

Travel To

This task is used if the story or task requires the player to go back to the Home Camp to craft or retrieve something that will be used to complete a task.

	Clear the way	
Prev	None (Quest Node)	0
		Next
ld	adv1_q5_t1	
leon	Fern_Low_B_01	0
Action	TravelTo	
Location	None	
Hint Returns		
Dependenci	es	0
List is Empty		
and the second s		+ - 1
	Clear the way	
Prev	State State	0
Prev	Clear the way None (Quest Node)	
Prev	State State	
	None (Quest Node)	
ld	None (Quest Node) adv1_q5_t1	Next
ld Icon	None (Quest Node) adv1_q5_t1 :•:Fern_Low_B_01	Next
ld Icon Action	None (Quest Node) adv1_q5_t1 .•:Fern_Low_B_01 TravelTo	Next
ld Icon Action Location	None (Quest Node) adv1_q5_t1 I.Fern_Low_B_01 TraveITo Vone HomeCamp	Next
ld Icon Action Location Hint Returns	None (Quest Node) adv1_q5_t1 .•:Fern_Low_B_01 TraveITo V None HomeCamp	Next

This will result in a Quest Log update that looks like this:

QuestGraph Flow

	Chapter	Story
	Next	Prev
	Chapter 2	ki adv_01_intro_v2
		Story Asset adv_01_intro_v2 Can Repeat
		Edit Story Verify Story
		Story Object adv_01_intro_v2 (Story Obj ⊙ Edit Story Object
Find 3 Spaxm	Collect 3 Spaxm	Story
Tasks	Prey Next	Prev Next
kt adv1_q1 Giyer ehilu •	Id adv1.q6.12	ld adv1_g1
Rewards	Icon • GSS_Foliage_Forest_smail_mushroom_03 0	Story Asset Dadv1_g1 0
List is Empty	Action Rémove *	Can Repeat Edit Story Verify Story
	World Object Names 3	
	Element0 woTorukspxam_1 Element1 woTorukspxam_2	Story Object None (Story Object)
	Element2 woTorukspxam_3	
	Location None +	
	Hint Returns	
	Dependencies 0	
	Listis Empty + -	
Unblock the Way	Remove the log	Story
kd adv1_q2	Prev Next	Prev Next
Giver ehilu •	ld adv1_q2_t1 Icon + GSS_Foliage_Forest_small_tree_log_01 0	ki adv1_g2 Story Asset adv1_g2 ©
Rewards 1 resource_experience x100	Action Remove *	Can Repeat
Resource resource_experience (Resource	World Object Names 1	Edit Story Verify Story
Amount 100 + -	Element0 woLog1	Story Object None (Story Object)
The same service service service where the service of the service serv		Edit Story Object
	Location None •	
	Dependencies 0	
	List is Empty	

Typically, your QuestGraph quests come in 3s: Quest, Task, and Story from left to right.

The three are linked by connecting splines. No need to draw an output from Story to the next quest as the next quest is always written in the previous Story's script.

You can have multiple Tasks that need to be completed before that quest's Story is triggered.

		Gather more plant	s			
	Prev					
	FIEX.		Next			
والمتحادي والمتحاظ والمحادة والمتحاد والمتحاد والمتحاد والم	ld	adv1_q12_t1				
		Fern02	0			
	Action	Remove	Ţ			
	World Object N					
	Vorld Obje		6			
	Element (and the second se				
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	= Element :					
	Element					
	= Element					
I don't want no shrubs	Element				Story	
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Tasks	I starting	None		Prev		
ld adv1_q12 Giver ehilu	Location Hint Returns	None			511 H	Next
	Dependenc		0		adv1_q12	0
Rewards 0			0	Story Asset	adv1_q12	0
List is Empty	List is Empty		and a second second	Can Repeat Edit Story	Verify Story	
			+ -	Edit Story	Verily Story	
The second secon					B Marci (Otami Otalian)	
				Edit Story C	None (Story Object)	0
				Edit Story C	bject	
		Find first item	· · · · · · · · · · · · · · · · · · ·			
	Prev					
	CIE Y		Next			
	Id	adv1_q12_t2				
	lcon	Veinpod02	0			
		Remove	÷			
	World Object M					
ويستحي ويستعل وتحتمت وتحميه وتحتمل وتختص وتحتم	World Obje		1			
	Element					
	Liement	o wovenii ouz_i	+ -			
THE REPORT OF THE PARTY OF TH		None				
	Hint Returns		0			
	List is Empty					
			+ -			
ويصحبها ويسميح وتصحيح وتصحيح وتصحيح وتصحيح وت						

Which will look like this in-game:





Quest, Task, Names, and Dialogue - The Loc File

There is a localization table that all of our quests, tasks, and dialog come from. The table is located here: https://docs.google.com/spreadsheets/d /15pJCeN9YN0nQXY0Wums0v7zQRaT4CLBcAfetXpgUcrs/edit?usp=sharing

This spreadsheet will have tabs that are level specific. Narrative will fill in the necessary text dialog but LDs will put together the quest structure, tasks associated with the quests, and names/titles.



12Loc Eden Localization 🛭 🛧 🙆 🖂



File Edit View Insert Format Data Tools Extensions Help Last edit was 3 minutes ago

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	A	B	C	D	E	Æ	G	H	- U	
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Look for the quests_template tab at the bottom of the spreadsheet and duplicate it. Rename it to quests_LEVELNAMEHERE.

Delete	
Duplicate	
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Rename	
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Protect sheet	
Hide sheet	
View comment	ls
Move right	
Move left	
quests_templ	ate +

Fill in your quest text and details like the example below:

	A	В	C	D	E	
1	Keys	Character	Listener	Expression	English	
2	KimTest_q1_title				The cat's outta the bag	
3	KimTest_q1_desc	7			Go to Meow Jungle	
4	KimTest_q1_t1_desc	-			Travel to Meow Jungle	
5						
6	KimTest_q2_title				A boquet for Oketra	
7	KimTest_q2_desc				Collect flowers	
8	KimTest_q2_t1_desc				Gather flowers for the cat god's tribute	
9						

Once you're happy with your edits to this spreadsheet, you need to import them into the game. Here's how you do that:

In Unity, go to the Projects tab and search for i2l. This will bring up this result:

🖿 Project	E Console						
+-					۹.i2I		
Q All Pre	efabs	•	Search:	All	In Packages	In Assets	'QuestGraphs'
			🔰 😭 👔	nguag	es		
V 🗁 Assets			🕄 I2Lo	caliza	tion_PlayMaker		
🚽 🗁 aaSto	ryGraphs		🍵 🖄 Unit	yEdito	r.iOS_I2Loc.Xco	de	

Click on I2Languages and go over to the Inspector tab. This is what you should see:

O Inspector WorldEditor Tile Palette	2		а:
12Languages (Prefab Asset)			1
	Open Prefab		
Open Prefab for full editing support.			
Root in Prefab Asset			
Y I2Languages			Static 🔻
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Rotation	X 0	YO	Z 0
Scale	X 1	Y 1	Z 1
# Source			9 ‡ :
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0 a.2.desc	
🗆 0 a_2_sublite	
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🖸 o a_3_ave	
D 0 a_A_desc	
D o a_4_subulie	
0 e_a_pite	
🖸 0 a_5_desc	
🖸 o a_5_subline	
🔲 0 a_5_lille	
0 a_6_desc	
🖸 o a_6_sublike	
0 a_6_000e	
0 a desc	
0 a.7_subbile	
D o a 7_litte	
D 0 a_8_desc	
🔲 0 a_8_sublile	
0 a_8_inte	
D o a_9_desc	
D o a_B_lille	
Asset Labels	
AssetBundle None	✓ None

Click on the Spreadsheet tab under Language Source. The following should appear.

		1						
		Lang	uage Sou	irce				
Spreadsheets		Terms	Languages		Tools		Assets	
Local			Google					
Web Service URL:	https://sc	ript.google.com/macro	s/s/AKfycbycWistus	sq7W1q06Lpr	LHc2Dt7H4QN	cbQujCG	QeQ922P	p7uu
		Install		Verify				
In Coordo Driver	101 oo Edi						_	v
In Google Drive: I2Loc E		en Localization					•	×
		New	Open		Re	efresh		
Impo	rt					Export		
Replace Merg	je Add N	lew			Replace I	Verge	Add Nev	v
		 Open 	Spreadsheet after l	Export				
v2.8.1 a7					Ask a (Question	Docume	ntation

Click on Replace in the Import section, bottom left of the above screen. When finished Replacing, the window will return to the following state:

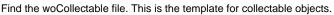
	Language Source							
	~	Spreadsheets	Terms	Languages	Tools	Assets		
C	企	Used		Not Used	Missing	Mixed 🔻		
	0	1-1						
	0							
	Ø							
	Ó	a_10_desc						
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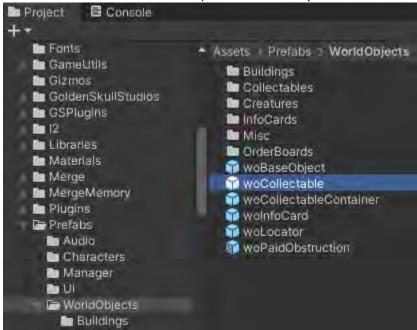
You've successfully updated the loc strings and you should immediately see the changes in your QuestGraph node titles and in-game chat bubbles.

Create World Object Prefabs

Step By Step Instructions

In Unity, in the Project tab, find Assets > Prefabs > World Objects





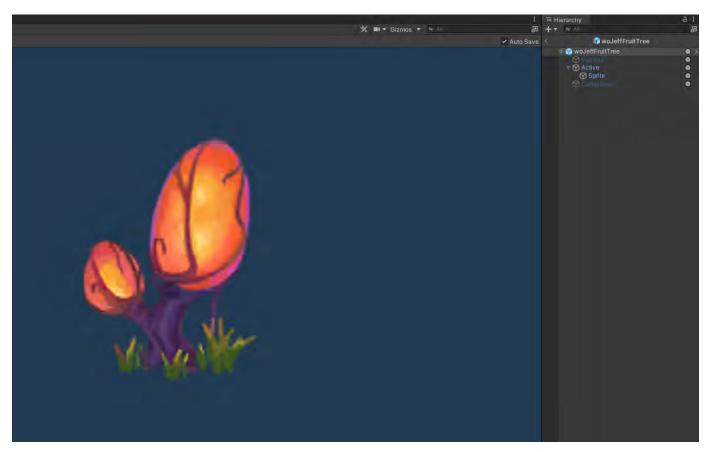
Right click on woCollectable > Create > PrefabVariant

	Bundles	>	Scene Template From Scene Volume Profile		
	Create	>	Scene Template Pipeline		
	Reveal in Finder		Prefab		
	Open		Prefab Variant		
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	Open Scene Additive		Material		
	View in Package Manager		Lens Flare		
	Import New Asset		Render Texture		
			Lightmap Parameters		
	Import Package	>	Lighting Settings		
	Export Package		Custom Render Texture		
	Find Missing Scripts		Animator Controller		
	Find Limbo (SLOW)		Animator Controller		
	Find References		Animaton Animator Override Controller		
Assets > Prefabs > WorldOt	List Dependencies				
Dildings	Find References In Scene		Avatar Mask		
Collectables	Select Dependencies		Timeline		
InfoCards	Refresh		Signal		
Misc OrderBoards WoBaseObject	Reimport	38R	Physic Material		
😭 woCollectable	Reimport All		GUI Skin		
😭 woCollectableContainer			Custom Font		

This will create a woCollectable Variant. Change this name.

woBaseObject
woCollectable
woCollectableContainer
woJeffFruitTree
🔐 woLocator 🐲 woPaidObstruction

Double click on woJeffFruitTree (of course, whatever you called it). You should see an orange vein pod.



Go to the Sprite in the Hierarchy under Active. Now click on the Inspector tab, scroll down to Sprite Renderer and the first line there. Find the Sprite icon and look an appropriate sprite.

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Now, your new prefab items should show up in the World Object library.



Danny's Confluence/Video Example

Collectables - Making World Object Prefabs

Relationship Graphs

Edit World Object Tappable Area

Best Practices

This is list of best practices but are not in any particular order.

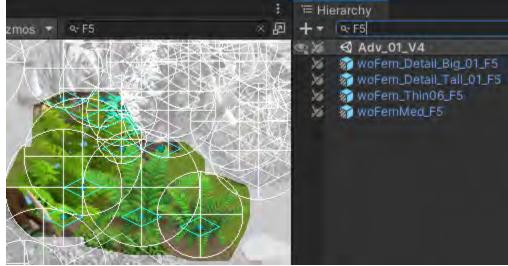
For the standard approach to design please refer to:

Level Design Style Guide

Plant Placement Process

- Prefab edits and pushes:
 - LDs are primary implementers on Adv levels. If you need to make changes in adv levels, check with that level's LD first and coordinate a time to make your changes.
 - And vice versa. If anyone needs to make changes in Home Camp, double check with Rose first and coordinate.

- Also suggest that everyone make incremental pushes all day instead of holding on to changes the whole day. That way if something goes wrong, you'll only lose a fraction of what you would if you didn't make incremental changes.
- When adding World Objects to a Fog Group, rename that object and append it with F#. For example:
 - woLog becomes woLog_F3
 - This log belongs to the F3 fog group.
 - In the Hierarchy, these Fog Group objects are very easy to find via the Hierarchy's search field



 When creating a new QuestGraph for a new level, please be sure to add a task to travel to the new level in the Story (press the Edit Story button) and unlock the level so that the level map that shows all the levels actually unlocks the intended level to be unlocked.