Card Builder Documentation

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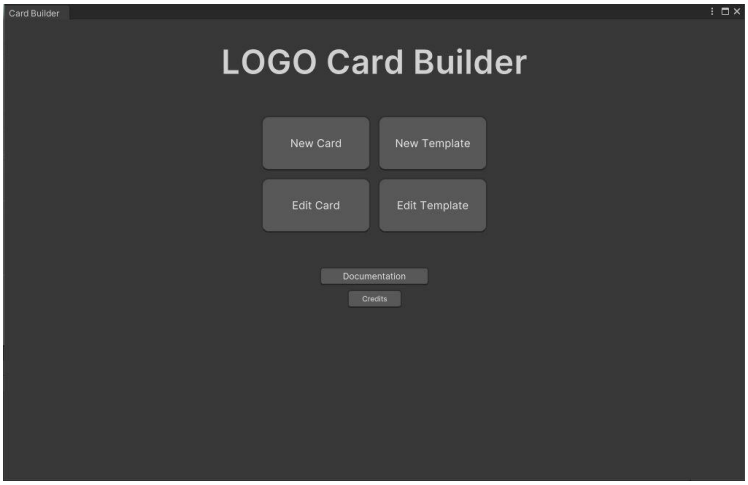
Start Page

Lay-out

The lay-out of the main menu consists of 6 buttons:



- New Card: Creates a new card based on a template
- Edit Card: Edit a previously made card
- New Template: Creates a new template
- Edit Template: Edits a new template

Make new Card

Makes a new card based on a template. You will be asked three things:

1. Pick a template to base the card on.
2. Choose a save location for the card tool data (Used inside the tool).
3. Choose a save location for the card data (Used in your own scripts).

After this is done, a card with no data will be opened in the card editor.

Edit new Card

Pick a card tool data file, as saved in step 2 of make new card, this loads the card for editing. After choosing a card tool data file, the card data is loaded into the card editor.

Make new Template

Every card is based on a template, when pressing this button, you'll have to choose a save location for the template data. This file is used to open the template in the card builder tool. After saving a blank template opens in the template editor.

Edit new Template

Pick a template file which has been made before, loads the template for editing. After choosing a template file, the template is loaded into the template editor.

Template Designer

The template designer has all the options to make your own template. All cards are based on these templates. Saving the template makes a prefab, and also creates the base scriptable object which can be used in your scripts.

Toolbar

The toolbar has three different parts:

- Menu Button: Takes you back to the start menu
- Save Button: Saves the template data, and updates the prefab.
- Template Name: Name of template card is based on

Property Tab

Consists of properties, values which can be changed in the card designers. More info on properties can be found in the active element tab.

The add property button can be used to add a new property to the list.

The remove property button can be used to remove the selected property.

Card Viewer Tab

Shows how the template will look as a prefab.

Gizmos

Whilst a hierarchy item is selected, you can use three gizmos by using the following buttons:

- 1: Remove selected gizmo.
- 2: Transform gizmo to change the position of the hierarchy item.
- 3: Size gizmo to change the size of the hierarchy item.
- 4: Rect gizmo to move the individual sides; left, right, top and bottom, of a hierarchy item.

Hierarchy Tab

In here you will make the way the card prefab is structured, changes to this list will reflect in the card viewer tab. Selected Hierarchy Items can be edited using the active element tab.

Add/Remove Element Tab

These buttons add or remove element from the hierarchy tab.

- Add Image: Adds a new image element as a child of the selected element
- Add Text: Adds a new text element as a child of the selected element
- Remove Element: Removes the currently selected element

Active Element Tab

In this tab you can make changes to selected properties and hierarchy items. To change them, select the item you want to change, and the changeable options appear in this tab.

Properties

Values which can be change per card, these values will make it able to make different types of card from one template.

Name

The name that is used for the property, will also show up the same for the card designer, and as data in the scriptable object.

Type

What data the property consists of, can be four things:

- Integer: A number, for example used as health, damage
- String: A text, for example used as name
- Sprite: A image, for example used as background image, character image
- Enum: A set of options, encapsulated in a Enum, for example used for rarity of a card

Enum

This option only shows up when a property of type Enum is selected. It consists of two things:

- Current Enum: Shows current Enum connected to the property
- Change Enum: After clicking this button, you can change the Enum, by selecting a script consisting of only one Enum.

Background Colour

The background colour of the property inside the property tab, only shows up in the tool itself both in the template designer, and the card designer. It doesn't change anything outside of the tool.

Hierarchy Items

The hierarchy of items, can be compared to the hierarchy of UI element when using UI in Unity.

General

These options are used by both the image, and the text element.

Name

The name of the element, this makes the name of the text, or sprite element in the prefab the same.

Transform

The X and Y stand for the position relative to it's parent. The W and H stand for the global Width and Height of the element, so not relative to it's parent.

Connection

Both Image and Text elements can be connected using the properties added to the template. If connected the element will be changed based on the value of the property.

Image can be connected to both Sprite and Enum properties.

Text can be connected to Integer, String, and Enum properties.

Enum

When an element is selected to a Enum, you need to add a value for every state the Enum has. Later on when making the card. This list is used to change the image or text based on the Enum state.

Image Element

Hierarchy Item which consist of a image.

Sprite Background

When no connection to a property is made, this image will show on the card.

Scale to Sprite Size

Scales the selected sprite to it's own size, defined in the import settings of the sprite in unity itself.

Text Element

Hierarchy Item which consist of a text.

Text

When no connection to a property is made, this text will show on the card.

Font Type

The font used for the text, needs to be put in as a TextMeshPro Font.

Font Size

The font size used for the text.

Text Colour

The colour that the text will have on the card prefab.

Horizontal Alignment

Decided on what position the text is aligned horizontally : Left, Middle, or Right.

Vertical Alignment

Decided on what position the text is aligned vertically : Upper, Middle, or Lower.

Card Designer

The card designer takes a template previously made, and makes a card from it. You have to fill in the properties filled in in the template designer. It makes a scriptable object, which you can use in your scripts.

Lay-out

Toolbar

The toolbar has four different parts:

- Menu Button: Takes you back to the start menu
- Save Button: Saves the card data, and updates the scriptable object.
- Card Name: Name of card save data (can't be changed)
- Template Name: Name of template card is based on

Card Viewer

The card viewer shows how the card would like in your game, when changing data in the property tab the card in this viewer will automatically update to show the new values.

Properties Tab

The property tab shows all properties which have been assigned in the template of this card. Change these values to make your card. When changing the values, the card viewer updates to show how the card would look in the game.

Use Card in Code

Prefab

After making a template the prefab can be find in the path: “Assets/SavedInfo/Prefabs” To use it, Instantiate it at runtime, and use the ConnectData method to set it up with the data you want to assign.

Data

After making a card the scriptable object data can be found wherever you’ve saved it in step three of making a card. To use this data Instantiate the scriptable object and access the data you want.