

# Unity-Devlog: code name gnz a ggz clone (at first)

omg i have to do unity now instead of unreal engine and I'm now more confused than unreal engine

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# unity make a menu, the basics

1. dev log, NZK's GNZ day 1
2. make a game scene and a menu scene
  1. IDK how to make an empty one
    1. so I copied and pasted the default one in the assets folder and renamed it
    2. then I dragged into the hierarchy area
    3. I renamed them then reloaded/refreshed em when it asked me to
  2. how do I move in the scene
    1. click the hand tool, then right-click it and WASD and scroll wheel to move faster like Minecraft spectator mode + playing Roblox for moving the camera side to side up and down
  3. when I create a panel in the wrong scene it won't let me change to the scene I want ask Kunal
4. create a panel,
  1. right click in the correct scene, UI>panel
    1. this will create a canvas with a panel
  2. how to change bg img
    1. import img
      1. click on file
        1. change the texture type to 2d and UI if it asks you to refresh do it
      1. click on panel
        1. drag the img onto the panels img source img area, it should give a + symbol on your mouse
    2. then rename your panel to "background" so you remember that its a background img/panel
  3. create text!
    1. open asset store for custom fonts on older versions,
      1. Click on the "Window" menu at the top of the screen.
      2. From the dropdown menu, select "Asset Store."
      1. if on a newer version open the package manager instead of the asset store
    3. If this is the first time you are opening the Asset Store, Unity will prompt you to log in using your Unity account credentials. If you don't have a Unity account, you will need to create one.

4. Once you are logged in, the Asset Store window will open, showing various assets, packages, and resources available for download and use in your Unity project.
2. then install or make sure text mesh pro is installed
2. right click on the menu scene
  1. hover over ui
  2. click text mesh pro
    1. it may ask you to import stuff, do it
  3. on the inspector menu for the text, u can scroll down to underlay, use this to create a fake shadow if you want
3. make sure you're text is in front of the img, it needs to be under the background in the hierarchy
  1. create a color gradient
    1. go to the text mesh pro folder
    2. mouse menu creates text mesh pro color gradient
      1. right click to open the mouse menu
      2. text mesh pro
      3. click color gradient
      4. name it
    3. click on the file you just created
      1. click color mode and do 4 corners gradient
      2. each rectangle corresponds to the 4 corners of the text and it will make a gradient from each corner to the others based on relative space
4. create a button
  1. in canvas under your text, make a button,
    1. use mouse menu
      1. go to UI
      2. then button, probably text mesh pro
  2. scale the button to be similar in size to your text object or the relative size to your text
  3. this button usually comes with a text object, you can replace that one with the one you just made
    1. if you do this
      1. rename button to "PlayButton"
      2. rename the text you created and moved into the button object to Text
    2. make text center to button
      1. click on Text, the object
      2. In the inspector, in the rect transform area,
        1. click the stretch, align/ arrows in a box
        2. then hold alt then click the bottom right option for stretching in all axis
  4. make the button state, and show visual feedback to the user when hovering. highlight lowlight, when selected or not
    1. go to button

1. right click the button and look in the inspector
  2. set normal color alpha to 0
  3. change the highlighted color to not 0 but not max
  4. set pressed color to a darker color
  5. set the disabled color to whatever you want, usually grayed out
5. duplicate button for other settings
  1. right click on the desired button
  2. ctrl+c
  3. ctrl+v
  4. click the new button and hold shift to drag only on one axis
  5. repeat till you are satisfied with the number of buttons
    1. drag with the right mouse button
    2. resize your buttons to only fit the text, or fit your needs
      1. hold alt to mirror the padding changes on both sides of the button
      1. just try this it doesn't make sense when reading
    3. rename your buttons
    4. edit the text
6. create the MainMenu canvas
  1. click canvas
  2. create blank
  3. rename to MainMenu
  4. resize it to fit all the elements
7. drag all of your buttons onto the MainMenu object
  1. ctrl+click and specifically target the buttons
  2. or highlight a list of objects all at once
    1. click the first item on the list
    2. shift click the last item on the list
8. duplicate the main menu object and rename
  1. right-click the main menu object to bring up the mouse menu
  2. click duplicate
  3. rename to "OptionsMenu"
    1. or whatever new menu you want to link to a button
9. temporarily disable the MainMenu
  1. right click MainMenu
  2. in the inspector window uncheck the check box on the top left
    - we do this so we don't mess up the MainMenu when editing things
10. time to make a volume slider
  1. click options menu
  2. open mouse menu
  3. hover over UI
  4. Select Slider
  5. resize it to your liking

6. color it to your liking
7. hide the handle
  1. slider>handle slide area>handle
  2. disable the img component
  3. select the background
  4. color the sliders bg to your liking & decrease the alpha
8. slider>fill area>fill
  1. change the color, this will be the indicator of how loud you want things to be
  2. link to tutorial to make the slider do things
5. don't edit play mode without saving plz
6. Titlebar>file>buildsettings
7. go to assets in project area
8. drag the scenes of your game into the scenes in build area in the builds settings window
9. the number to the right is called the build index

# dev log, NZK's GNZ day 2

- Sooo, that unity basic guide.  
yeah, that was day 1/2 making a main menu n stuff.  
I used one of my custom-trained models to make a bg for the main menu and a bg for the starting menu.  
then made custom assets for the tabs and the profile button. I'm basically trying to clone ggz but make it player friendly and more of what I wish it were.
- anyways I found out that the version of vscode I was running was corrupted so I reinstalled and got the scripting system to show and see the unity assets in the code editor. it was a really weird/strange bug.
- I also figured out how to make the game scale with screen size and always run the game at a multiple of 1480x720, idek if I'm going to keep the game at that ratio for now, but that's the ratio of the screenshots from my phone.
- also, it's a decent size for stable diffusion. so my p40 can gen the images without it taking too long. eventually, I wanna change the ratio to 3440x1440 so it will fit my monitor and also have all the assets scale with screen resolution.
- so for now ill just leave it as is
- [image.png](#)
- I made a really basic gun in f360 and chatgpt said fbx is an ok file format to import from fusion. so yeah kool done
- my current thing to do as of starting to write this is, hay I need to make the game play part now.  
time to learn how to make a basic level. keep the camera stuck in one position and only move linearly
- i made, exported, and imported a gun, like super low poly, super simple  
[image.png](#)
- now need to make a player analog, then make it move along the x /z axis
- o rite so this is what the hierarchy looks like now  
[image.png](#)

# unity basic c# script and how to use

this is technically day 1.5, it should've worked day one but I only got it to work on day 2 the system collections but is probs useless but the tutorial i followed didn't remove it so idk.

suuper basic script but its got the important things, like using `UnityEngine.SceneManagement;` spelled correctly

and the fact that the part that says `MainMenu` is going to be the scripts title when u choose, so that public class part  
yeah naming it is important

the `SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);`  
also super important, it allows me / us to do the important thing, switch between scenes, aka, what I'm going to do (maybe) levels :D

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

public class MainMenu : MonoBehaviour{

    public void PlayGame ()
    {
        SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);
    }
}
```

# devlog day3

uhhh i slept 20 hrs didnt get much done in the idk hour or 2 that i tried getting thigns to work but i forgot to mention that yesterday this is what happens when u put the script in to the onclick event.

[image.png](#)

i tried making a camera fallow my model ingame and get the movement to work ok but I think my problem is that I tried to scale it to real world sizes and I should've just downscaled it by a factor of 100

anyways unity crashed before I could save so I didn't get much done

Im not sure if the default terrain/cube in Unity should be that small or if its really just my model's relative sizes,

I mostly just worked on making my p40 cool off faster, now i can run it at 100% if i give it a minute to cool down in between img generations and have it run sub 80 on longer / bigger gens at 79% power cap (i rly wish it was 80 but 81+ is only ok on sub-2-minute gens)

rayonism is apparently An early form of abstract art characterized by interacting linear forms derived from rays of light.

I'm p sure it's just that my models are too big, nice to know.

50% is 4.5s/it and 4.47/4.71

79 is 4.06s/it 4.12/4.25

and 100 is 4.05s/ 4.03- 4.18

it so I guess it's not being pushed to max or the efficiency drops at higher power draws

it'll hover at 67c

a single hi-rez fix 1480x720 to 2960x1440=> is about 20 mins :/ but img 2 img/upscale is only a minute or 2

maybe later ill actually get a working camera+model combo to replicate ggz's 2d 120deg topdown-ish camera angle with locked movement

I created a selector thing for a loadout and i was thinking maybe there's 12 parts per uppermiddle and lower half of the body, for custom character outfits + a larger possible number of abilities and skills to use, also a larger number of potential aspects later, maybe ill lower the customization for some areas or increase idk

[full.png](#)

the center circle would highlight the part of the body that is selected, and the links to the circles would show that that circle is selected at that moment.

[image.png](#)this would be to the left of the circle to show which part of the body is selected



and the weapons loadout would be in a different menu ig

something like this

[image.png](#) you could use earrings for one slot, and or say you wanted kaneki's ghoul mask that would take up all except the ones for earrings hat/hairclips/ one eye slot day 1 for the jr programming thing is the rest of devlog day3 to learn wtf i need to do for the 3d aspect. maybe day4+ will just be me doing jrprogramming courses