



Downloadable package: Arranging puzzle template

Thanks for downloading the “Arranging puzzle” package for Adventure Creator. This package provides a puzzle system where 2D items can be picked up and arranged in slots. When all items are placed in the correct slots, the puzzle is won.

To install, import this package and navigate to the **AdventureCreator** -> **Downloads** -> **Arranging puzzle** folder in the Project window. Select the **Template_ArrangingPuzzle** asset file and click **Apply** in its Inspector to update your game.

After installation is complete, you will be prompted to optionally view the included example scene.

To create new puzzles, use the Scene Manager to create a “Arranging puzzle” object, and then duplicate its Piece and Slot child objects to create new pieces and slots to place them in, updating their sprites and colliders to suit.

Configure the parent object’s Arranging Puzzle Manager component to suit, and make sure that the scene is in 2D. If your game is normally in 3D, you can override a new scene’s perspective at the top of the Scene Manager.

How it works

1. Pieces that the player can pick up, and slots that pieces can be placed into, are handled as Hotspots with Sprites in the scene.
2. Each piece has an associated inventory item, that gets selected when clicked. This is done with the **SelectPiece** ActionList, which takes an inventory item parameter. The item to select is set in the piece’s **Set Interaction Parameters** component.
3. The **Arranging Puzzle Piece** component hooks into the **OnInventorySelect** and **OnInventoryDeselect** custom events to hide and show its scene sprite when it’s

associated Inventory item is selected and de-selected respectively. For more on custom events, see [this tutorial](#).

4. This component also hooks into the **OnHotspotInteract** custom event to react to both using its associated Inventory item on a Hotspot slot, using another item on its own Hotspot component, or clicking the Hotspot as normal. In the first case, it records which Hotspot it is currently placed over.
5. In the second case, it swaps the two pieces around. In both cases, it calls the **Arranging Puzzle Manager** component to check if the puzzle has been solved. This is used to keep track of all GameObjects that are related to the puzzle, and provides a few customisation options.
6. In the third case, clicking a Hotspot causes the item to become selected if the drag distance exceeds the **Drag Threshold** value. If a click is released otherwise, the **ActionList On Click** ActionList will run, if assigned.
7. The **Remember Arranging Puzzle Piece** component stores (and retrieves) a piece's current slot, and position, in save game files. For more on writing custom "Remember" scripts, see [this tutorial](#).
8. For jigsaw puzzles, make the Slots invisible by removing their Sprite Renderer components.