Activity: Inputs

Topics:
Input API
Input manager (Project Settings)

Goal:
Extending input control beyond using the methods provided by the Unity API

Activity:

1. Recall GetKey, GetKeyDown and GetKeyUp methods.
2. NOTE: Collecting inputs using keycodes is often sufficient but buttons allow for remapping (important for accessibility) and handling different devices without changing code.
3. Find the input manager in project settings.
4. Add a new button.
    a. Increase the axes size by 1.
    b. Edit last (new) entry.
5. Use the button in place of the current input method.
6. Recognize that there is GetButton, GetButtonDown and GetButtonUp method, just like for keys.
7. Double Click method is not provided, you'll have to make one.
8. Think about how the double click works, conceptually.
    a. NOTE: This is a good place to get anyway from code and touch upon interaction design. What would the flow diagram look like for this interaction.
9. Make a quick flowchart for how this interaction is going to work.
    a. What are the inputs?
    b. What is the output for this method?
    c. What is the appropriate time between clicks?
        i. NOTE: You probably want to make this public and have a debug statement and just fiddle with it until you get it right.
10. Add the necessary variables
    a. Public float for max time, protected float for time between clicks etc.
11. Write the method using your flowchart for reference.
12. Carefully consider how this method will be used, it's probably not going to work like the GetKey, GetButton methods you are familiar with.

Evaluation:

1. Mapping inputs to buttons.
2. Designing an interaction / input scheme and being able to properly communicate / document it using a flowchart (or other appropriate document)
3. Programming a solution based on the design .

    a. Note: This might be an opportunity for peer work. Students can swap designs with a partner and code solutions based on each others documentation.
4. Using input methods provided by the API to write custom, more advanced tools for input handling.