

[Class Book: Prototype: 25.04.17]

[Things to do]

1. When the player finds new patterns, those will be recorded on the spell library page of the crafting book.
2. The player may move to another page by tapping the bookmarks.
3. Introducing UI graphics

[Ideas]

1. Prepare corresponding letters for the elements in our original font so that registering new patterns will be easier.
2. Insert transitions between scenes (to inside fib, to outside fiw.)

[Code: Class Book]

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

public class Book : MonoBehaviour {

    private GameObject[] page;

    void Start () {
        page = new GameObject[] { GameObject.Find
("SpellCasting"), GameObject.Find ("SpellLibrary") };
    }

    void Update () {

    }

    public void Open(int id){
        page [id].SetActive (true);
    }

    public void Close(){
        foreach (GameObject p in page) {
            p.SetActive (false);
        }
    }

}
```

[Code: Class BookMark]

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

public class BookMark : MonoBehaviour {

    public int currentPage;
    private int page;
    private Book book;

    void Start () {
        book = GameObject.Find
("Book").GetComponent<Book>();
    }

    void OnMouseDown (){
        page = currentPage + 1;
        if (page > 1) {
            page = 0;
        }
        book.Close ();
        book.Open (page);
    }

}
```