Downloadable package:
Screen-space Hotspot detection

This package provides a means of connecting AC scenes together from a single graph view, avoiding the need to references scenes directly in PlayerStarts and "Scene: Switch" Actions. Note that this requires Unity 2019.2 or later.

Instructions

1. For any doorway or exit to another scene, create a **PlayerStart** and attach the new **Scene Exit** component. Assign the PlayerStart in its Inspector. The PlayerStart's own **Previous scene activation** fields can be left alone.

2. When you wish for the Player to exit the scene, don't use a **Scene: Switch** Action as normal. Instead, use the **Object: Send message** Action to pass the Interact message to the Scene Exit. Alternatively, create an empty Hotspot Use interaction, and assign the Hotspot in the **Auto Hotspot** field of the Scene Exit's Inspector.

3. After repeating this for any scene to involve in this process, make sure that all are added to Unity's Build Settings.

4. In your Project window, create a new Resources folder. Inside it, create a new Scene graph asset by choosing **Create** -> **Adventure Creator** -> **Scene graph** from the menu.

5. In the Scene Graph asset's Inspector, click **Gather data**. This will have the asset search all scenes for Scene Exits, and will then open the graph in a new window.

6. Each scene will be represented as a node, and each Scene Exit will be represented as an input and output socket for its scene's node. Connect these sockets as suited, and click **Save** at the top toolbar to apply changes.

7. (Optional) If multiple Scene Graph assets are found, AC will rely on the one that's name matches that of the **Save game filename** field set in the Settings Manager

The game will now rely on the connections made in the graph whenever the Player uses a Scene Exit.