Crafting.cs

Overview

Crafting contains functionality to craft or build items through passing in the name of whatever the user wants to create. The script will then check the user's inventory and the requirements for the craft they are trying to build. If requirements are met, then it will remove the quantity of each item in the inventory.

Setup

1. Crafting is a static class, so it is available across all scenes.
   a. It is currently running an example case at start, but that will be removed.
2. Make sure there is a requirements dictionary object for the craft you are trying to build
   a. If not, create a dictionary with keys being the required item name and the value being the item quantity. Then add the dictionary into the requirements parent dictionary.
3. You can call the "build" function with the craft you are trying to build

Methods

- **build(String buildItemName)**
  - Returns: **string**
  - Calls checkRequirements
  - Calls removeRequirementsFromInventory if checkRequirements returns **true**
- **removeRequirementsFromInventory()**
  - Returns: **void**
  - Matches all items from specified requirements for craft and decrements the quantity field from each item in the Inventory that matches the required item

- **checkRequirements()**
  - Returns: **bool**
  - Compares all required items for the craft to matching items in Inventory
    - If there is no matching items or no requirement exists, returns false
    - If all items are matched and the quantity is enough, returns true
- **Method notes:**
  - Class will eventually turn into its own script that contains all requirements for crafting.
  - Further methods could be added