How to Create a Resource

1. Decide on a name for the resource
2. Add the name in the Resource Type enum list.
3. Choose a model to make into a resource prefab
4. Create new prefab based from chosen model
5. Attach resource type script to the prefab
   1. Select resource type
6. Attach Drop Resource script to prefab
   1. Set type of resource
   2. Set prefab that will be spawned after harvesting
      1. This prefab will need the Item Draw Distance script attached as well as resource type script
   3. Set spawn position of spawned items
7. Set the layer of the prefab to “Resource”
   1. Optional - select an appropriate tag type
8. Add a collider so the player outline script will function properly
   1. Mesh collider is recommended
9. Finalize your resource prefab and your done!