Getting Started

This asset is designed to be "use what you want". If you see something you like, you can add it, but if you see something you don't like, you can remove it. There shouldn't be any complications beyond understanding the basic functionality.

Player:
This is a very simple 3rd person Player prefab (*Prefabs/Player.prefab)* that should only be used for testing purposes. It can move and look around, but really only exists so you can test something quickly if you need to. It doesn't require any set up beyond being placed into the scene.

Inventory:
Simply drag the Inventory Canvas prefab (*Prefabs/UI/Inventory Canvas.prefab*) into the scene. Press tab in-game to open/close the inventory.

The Equip Slots, Hotbar, and Slots work independently of each other. You can delete any of them if you don't wish to use every feature.

Crafting:
This asset has two styles of crafting: Grid; a grid based crafting system similar to Minecraft, and Simple; a list based crafting system similar to Terraria.

Each crafting system has its own Crafting Canvas prefab and Crafting Table prefab. The Crafting Canvas prefabs only need to be turned on/off to work in-game and that's what the Crafting Tables take care of. Assuming you have a character controller set up tagged "Player", the Crafting Table will activate when you open the inventory within close proximity.

Items/Recipes:
This asset has three different Scriptable Objects set up to create your own items: Item, Recipe Simple, and Recipe Grid. Right click anywhere in the Project tab then go to Create > New > EZ Inventory to create new items or recipes.

To get your own Items working in-game you'll want to either create a mineable resource similar to what's in the Example Scene, or add the items to the Cheat Menu prefab for testing.

To get simple recipes working, after creating them, you'll have to manually add it into the array of Recipes in the Crafting Menu Simple component. You can put this straight into the Crafting Canvas (Simple) prefab, or do it for individual instances of the Crafting Table (Simple) prefab.

The complex crafting recipes are surprisingly much simpler to set up. As long as you name each one with "GR_" at the beginning, they will automatically be added to the Grid Crafting prefabs.

Cheat Menu:
This prefab (*Prefabs/UI/Cheat Menu.prefab*) can be toggled in-game with the C key. It allows you to add whatever item you want into your inventory. Items must be manually added into the component's list of items to work though.

Changing UI:
All the slots in the game (inventory, equipment, crafting, etc.) are set up as variants of the Slot prefab, so changing the UI elements in that will change everything else to match by default. Read more in *Documentation/Guides/UI.pdf*.