



Target of this Document

This is the second process map for starting a small RPG/Survival like game on top of Unreal Lyra

The first focused on base processes and entities found in Lyra and how to integrate them. It can be found [here](#)

This document will focus on higher level processes, mainly:

- Item and inventory management
- Melee Fighting
- World Building

It will extend Lyra concepts as these aspects are not covered in the Unreal Lyra demo

Videos

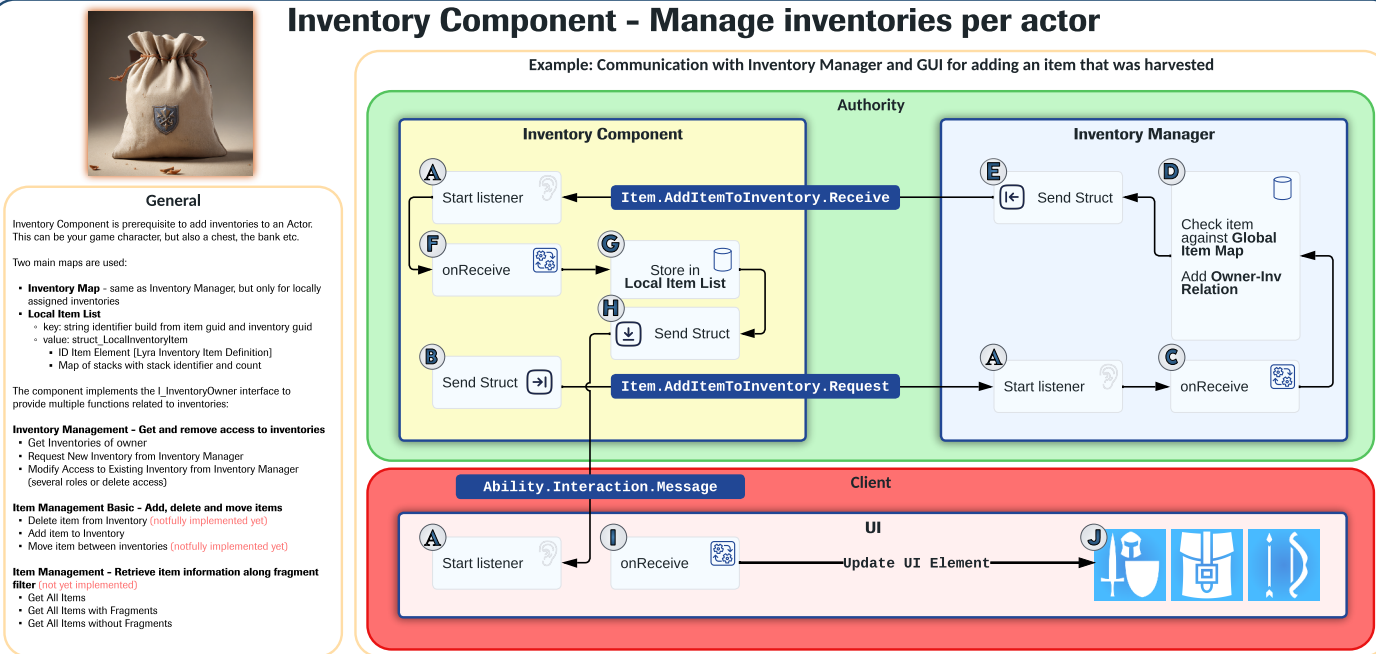
 Inventory 01 - covering inventory strategy, **Global Inventory Manager** and **Inventory Component**

- ### Principles
- General principles - security
 - All Item and Inventory processes are managed on Authority only
 - Remote client only receives UI related information
 - Scalability
 - All components are not directly coupled but message based
 - High load data access is based on cached (Data Registries) or in-memory storage
 - Owner
 - Inventory Relations
 - Owner can have multiple inventories - permanent (equipment) or temporary (chest)
 - Owner can have different access rights per inventory - Add Only, Full Access, Read Only, ...
 - Inventory can have multiple owner with different access levels
 - Items
 - Items are always data driven via databases, data registries or data tables
 - Items are composed of fragments detailing different aspects (name, weight, durability, ...)

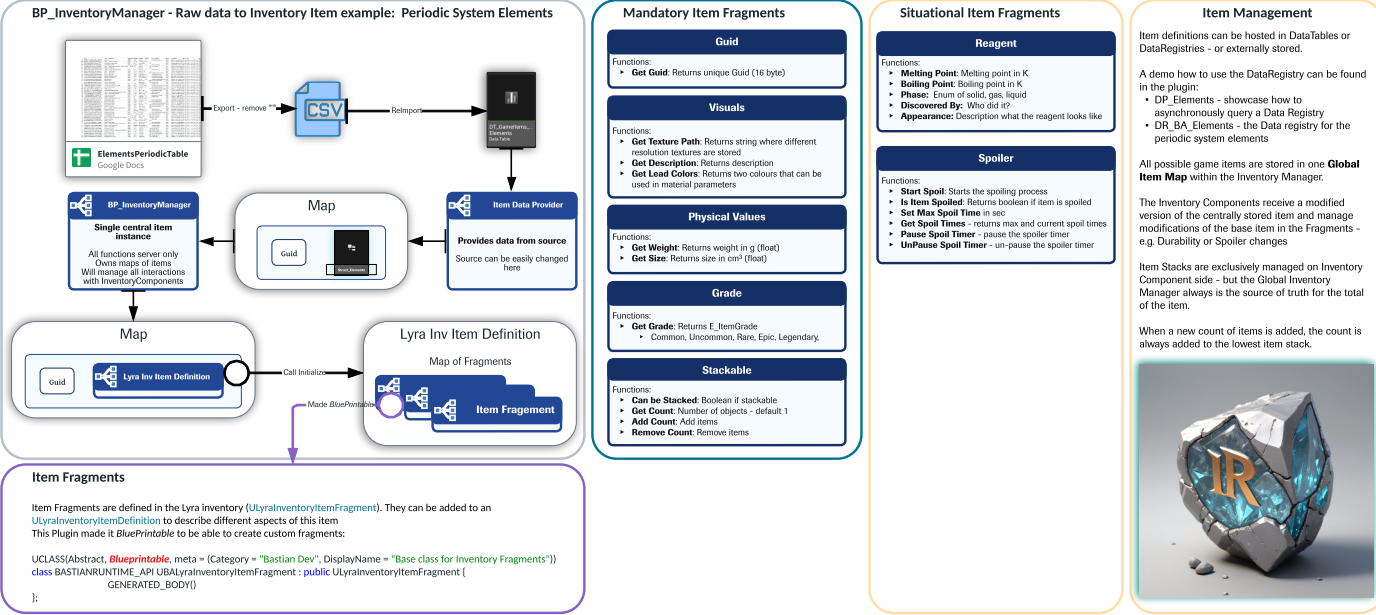
Global Inventory Manager - single instance to manage items and inventory relations



Inventory Component - Manage inventories per actor



Item Definition



How to use this plugin

Get the code

- Use a Github client (e.g. TortoiseGit) to Clone the repository <https://github.com/DeveloperBastian/BastianPlugin>
 - Alternatively, you can just download the code as ZIP file if you don't want to keep it updated
- Make sure the target directory in both cases is YourLyraDirectory\Plugins\GameFeatures
- Open Lyra from your code editor and compile
- Make sure to follow the steps shown here to adjust your Lyra installation to the plugin
- I recommend to treat this plugin as mostly read-only to not mix your test work with the latest updates, but create a parallel one and share copy the content you need