DATABASE SYSTEM

Database/Item Data :

Item Class : It is a class that will be integrated into all codes and you can check the values in it through the database.

Value Name : The name of the value to be inserted into the Item class.

Value Type : The type of value to be inserted into the Item class.

Add Button : Adds the written value inside the Item class.

Delete Button : Deletes the value next to it from the Item class.

Save to File Button : Saves values in Assets/itemDataMeta.json file.

Load from File Button : Loads values from Assets/itemDataMeta.json file.

Write Button : Integrates the Item class into all scripts and rewrites all other DB scripts.

Database/ItemDataBase System :

Item Values : Allows to change the values to be added

Add Button : Adds the written value inside the ItemDataBase.

Delete Button : Deletes the value next to it from the ItemDataBase.

Save to File Button : Saves values in Assets/itemData.json file.

Load from File Button : Loads values from Assets/itemData.json file.

InventoryManager.cs :

Inventory Panel : Child objects of the panel added here are considered as Inventory and edits are made there

HotBar List : This List is our inventory. Values in this list are integrated with the InventoryPanel.

Data Base List : This list saves the data organized in the DataBase/ItemDataBase System in itself. Changes are made via ItemDataBase System Window