



Inventory Buddy

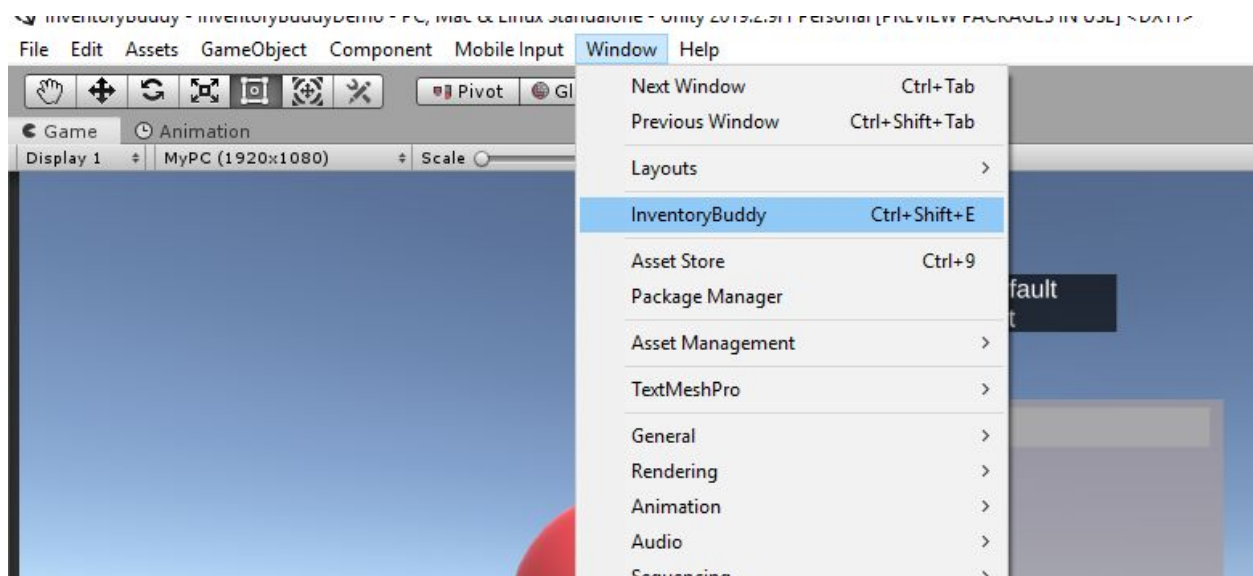
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Ivy Moon Games

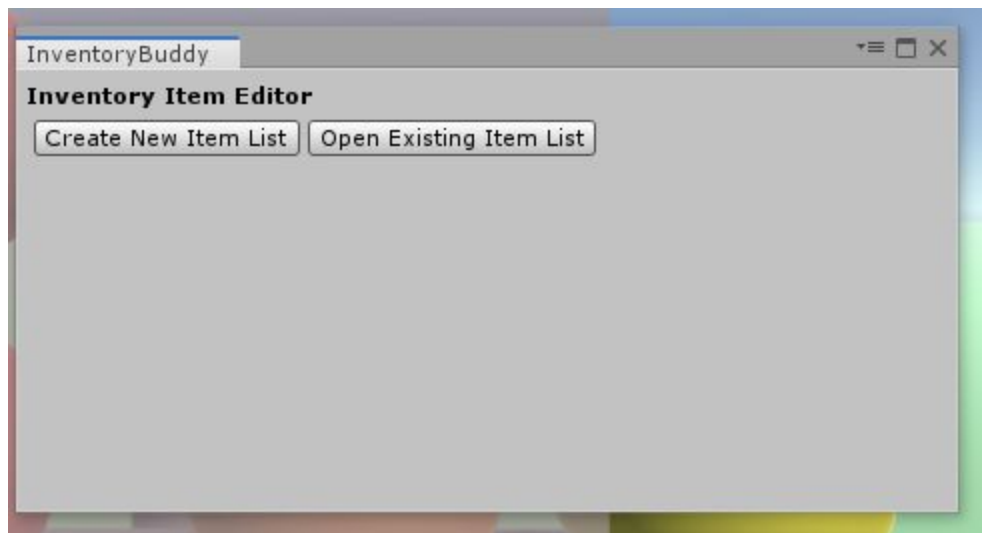
Get to know the Editor

Click on **Window > InventoryBuddy** to open up the editor window:



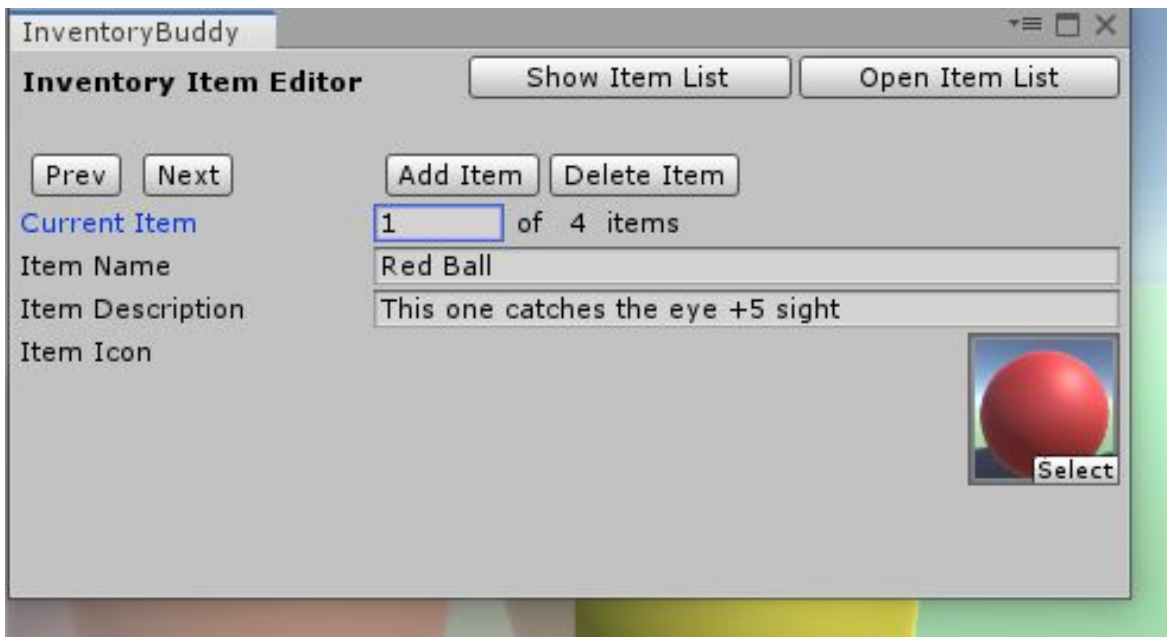
This will bring up our Editor Extension where we can build out our game items.

Click **Create New Item List** to get started

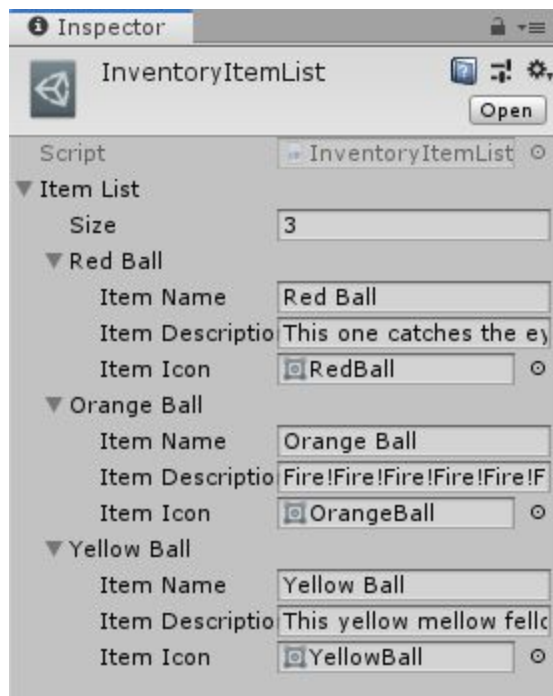


Click **Open Existing Item List** - (not implemented. moves/copies to the current project).

Inventory Buddy - Explained



- **Show Item List** - Click this to show our item list in the Inspector window



- **Open Item List** - Open an item list asset (this is where we store **All** the items)
- **Prev** - Display the previous item in our list

- **Next** - Display the next item in our list
- **Add Item** - **Start here** - This will add items to our list
- **Delete Item** - This will remove items from our list
- **Current Item** - Can pick which item in the list we wish to view - displays the current position
- **Item Name** - Name our items here - currently this is how we find items, so **every item will need to have a unique name**
- **Item Description** - add flavor text here - currently this will display when the user places their mouse pointer over the item in the inventory display
- **Item Icon** - Place the Sprite that will represent our item in the inventory slot

Note: To create a 2nd list copy/paste the asset located in the project

Demo Notes

Load up the InventoryBuddyDemo scene and check it out.

Assets>IvyMoon>InventoryBuddy>Scenes>InventoryBuddyDemo

- The Inventory.cs lives on the FPScontroller - this is the player's inventory.
- Pressing "I" on the keyboard will toggle the Inventory display on and off
 - Canvas - Activate UI - can set the button to press here
- Can set how many slots and spacing for the inventory slots
 - Canvas>InventoryBuddy>InventoryDisplay> -GridLayoutGroup - Spacing x/y
 - Canvas>InventoryBuddy>InventoryDisplay> -Inventory Display - Number Of Slots
- Can change the Title
 - Canvas>InventoryBuddy>Title>TitleText
- Can change the look of the info that appears on mouse over
 - Canvas>InventoryBuddy>ScrollInfo
- Can see an example of how an in-game pickup works
 - SceneItems>OrangeBall -Scene Item - **make sure the Item Name is written EXACTLY like the item in the Inventory Item List.**

YOU WILL NEED TO HAVE THE UNITY STANDARD ASSETS PACKAGE FOR THE DEMO TO WORK. The FPS Controller is used to demo the inventory system.

<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351>

