Guide

1. Go to Prefabs/Store

2. Place the shop prefab into your scene

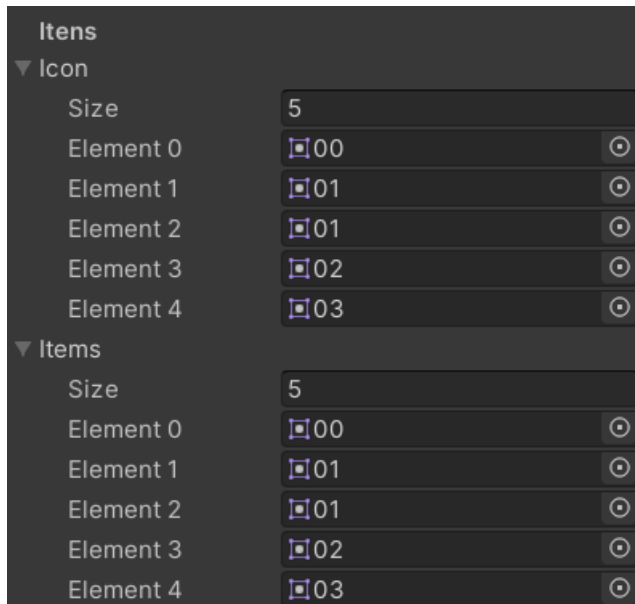notes: don't change the prefab hierarchy

Setting Up Store

In Demo contains two type of stores, just for SPRITES and one for GAMEOBJECTS.
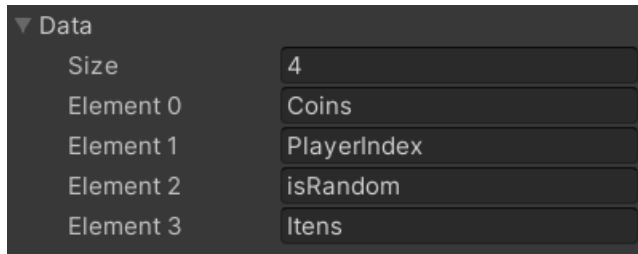
1. Add items

      Find "Items" header, the variable "Icons" is for the image that will appear in the button and "Items" serves to replace the player.

note: the two arrays need to be the same size

2. Saving Data

note: read this only if you want to have more than one store in the project

Find "Data" array on inspector. Change the last 3 elements of the list to something different from the other store. recommend doing something like this:

1 = PlayerIndex-s

2 = isRandom-s

3 = Items-s

change only one letter at the end to something that represents the store. Modify the first element just if you want different money for each store.

3.Save Coins

whenever you need to save the money take a reference to the store script and call "SaveCoins(coins value)":

public Store store;

store.SaveCoins(100);

Setting Up Player

You need to reference the player to the store script, there are two ways to do that:

1 - If you need to instantiate your player during the game, just take a reference from the script and call the command "SetPlayer(_ThePlayerHere_)" to set.
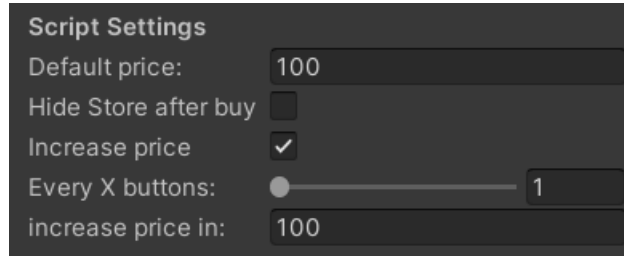
2 - if the player is already in the scene just put by the inspector in Shop GameObject
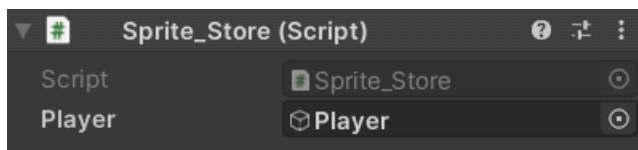
Note: the store only will work only when the variable not be null

Store Settings

Has some options that you can configure

default price = the initial price of the items.

hide store after buy = this closes the Store Canvas after a purchase is completed.

Increase price =   if activated, will increase the store price every X items and the last value is the price that will increase.