Crafting system tool

Hello this is documentation for this product. Below you can find description how to use this product.

What this project is

This project help you to easy create your own crafting system. You can use one of the two type of craftin: Default using recipe and when you use this recipe you will get item from this recipe.

Second crafting is create items using basic materials and this materials have atributes after some calculations you will get new item with new atributes.

Using menu

For this product is provide menu. You can open it right click on the project tab. Example on the picture:
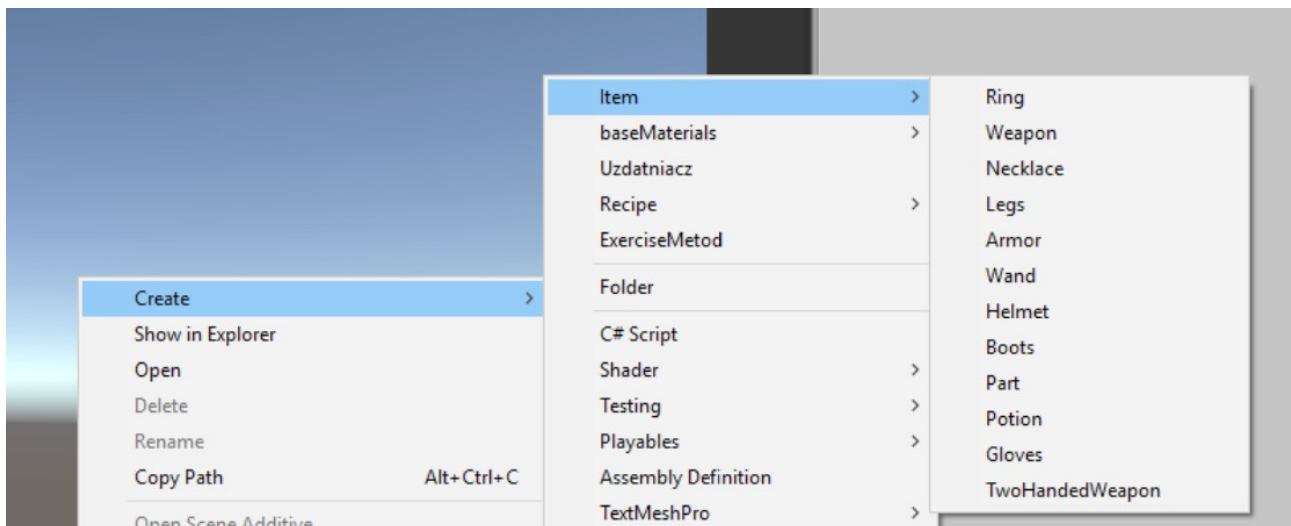
Menu Example

Create recipe

You can easy create recipe in folder "Recipe Module/Recipes" by chose function Recipe from menu. After that you will create new recipe from some types of recipe. In example we create recipe type of Weapon. We set parameters like multiplier_speed_attack etc. Important element is Material Capacity value this define how much materials is use to create this recipe.
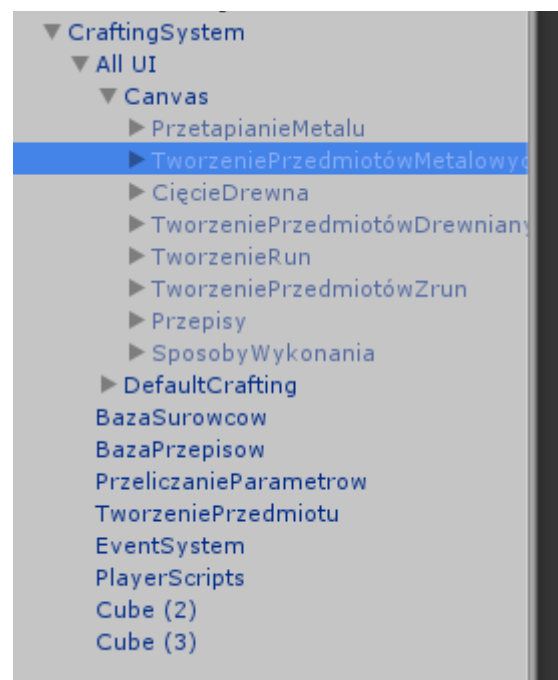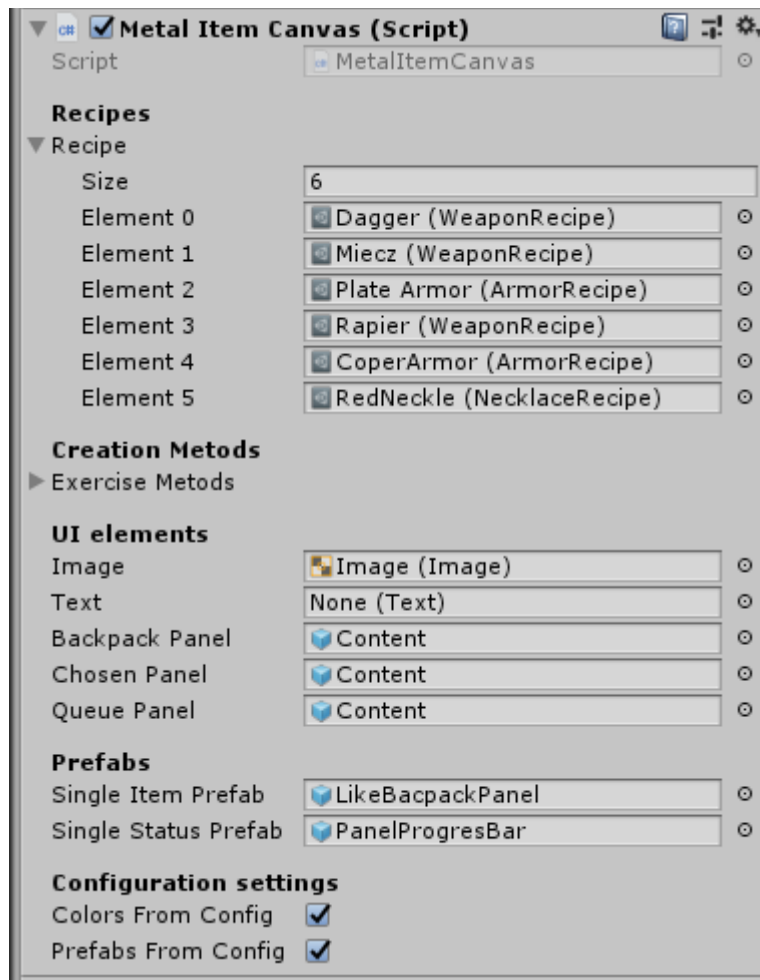
Example:
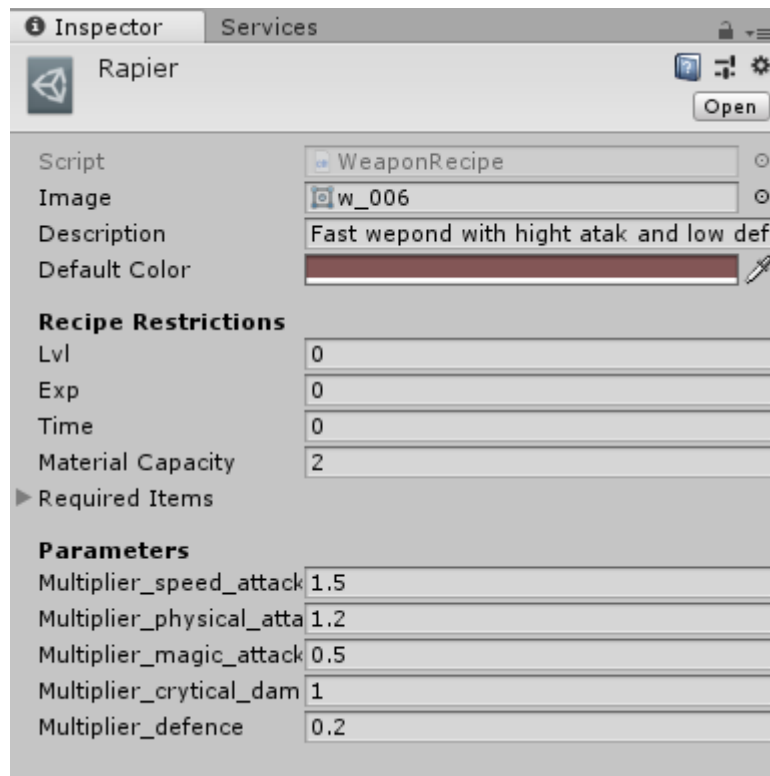
Add Recipe for users

In default sceen you have object named "CraftingSystem/All UI/Canvas/TworzeniePrzedmiotówMetalowych" in this tab is script in named convenction MetalItemCanvas there you can find Recipe list add your recipe here or in other tabs in this name convention.

Localization for recipe

Ilustracja 1: localization for recipe

List for recipes

Create new basic material

In folder "Base Material Module/Item" chose option from menu "Create/baseMaterials" and chose type of material you want to create. After that chose new name for this material add parameters in Inspector. Important thing you need to do is set value of "Used Uzdatniacze" and "Uzdataniacze Capacity" this define how much of materials your user can connect together. After that yo can give this materials for players to use for craft.

Connect player backpack with crafting system

To connect backpack you can use script named "Backpack" by set variable named "Items" to your object of bacpack (type of List<Object>) you can easy connect this system to your game.

If you have questions contact me:

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