Unity UI Homework

Requirements:

1. This homework requires you to finish a complete UI system on a 2D platform. The finished version of the UI system contains: a 5-slot inventory system, a craft table, a backpack, and an equipment page.
2. You are given the code and sprites for the inventory system, and you are required to build the craft table, the equipment page, and the backpack based on that.
3. The craft table can be enabled or disabled using keyboard, it also needs to contain three buttons to craft helmet, armor, and pants (All items’ prefabs are given), and put them back into inventory.
4. The equipment page needs to contain one model of the character and three slots specified for helmet, armor, and pants. User should be able to place the crafted items onto the equipment slots by clicking from inventory. The equipped items can also be visible on the character model.
5. The backpack page is consisted of 4\*4 slots. (You will **not receive full points** if you do it by hand in hierarchy! Try to generate it by code!) User should be able to place items in inventory slot into the backpack, and take items back. Both by clicking.
6. You can change the inventory slot codes for testing, but grading will be based on the original inventory slot code.
7. After you finish the homework, save the project and zip it to hand in at Moodle.

|  |  |
| --- | --- |
| Inventory place item in/out, display amount, can’t exceed limit | 15 |
| Equipment open/close panel | 5 |
| Craft table open/close panel | 5 |
| Backpack open/close panel | 5 |
| Craft items based on materials in inventory | 15 |
| Backpack and inventory exchange items | 30 |
| Wear equipment from inventory | 15 |
| Points total | 100 |