UI Store Menu for Items & Equipment

Version 1.1.2

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Introduction

This package was defined to represent your game economy in a simple to use and easy to configure user interface. Support for stat changes and additional custom information like skills on items makes it especially suited for RPGs.

Example

- Navigate to *JustAssets/JustAssets.UI.StoreMenu/Example/Scenes* and open Ex*ampleScene.unity*
- Press Play
- Click Open

How to customize

The store menu can be customized in many ways and requires some data to work.

The Example folder contains a few assets (SerializedObjects) which define the look and feel of the store.

ColorPalette

Modify this one to define the colors of variable texts like stat changes.

ItemDataConfiguration

This asset is referenced in the example implementation to define the data of the items available in the game. It is accessed through the IItemProvider interface (example implementation in ItemProvider class).

LocalizationData

This asset is referenced in the example implementation to define localized text strings in the UI. It is accessed through the ILocalizationProvider interface (example implementation in Localization class).

StoreDataConfiguration

This asset is referenced in the example implementation to define which items are sold by which store. The Ratio defines how many percent the player has to pay of the items base cost. Reverse value is used when selling items. The amount entered here is the amount of items available in the stores stock. If set to -1 it is infinite. This asset is accessed through the IStoreDataProvider interface (example implementation in StoreDataProvider class).

UIStorePageConfiguration

This asset is directly accessed by the stores main class UIStorePageBase and defines which stats are displayed when buying equipment.

UnitsConfiguration

This asset is referenced in the example implementation to define which characters/units are in the game and whom to equip the items on. Here you can define the mock data of a unit, what it is wearing and which categories of items are suited for each unit. This asset is accessed through the IUnitsProvider interface (example implementation in UnitsProvider class).

ItemUIConfiguration

This asset is used to map your in-game items to an icon used in the UI.

UnitStatsUIConfiguration

This asset is used to map your in-game stats to an icon used in the UI.

Support

If you experience a bug, please create a ticket [here](#) or write an e-mail with detailed description to support@justassets.de. Please provide the tools version, a stack-trace in case of an exception and steps to reproduce. Please attach a minimal example to reproduce the problem.

Changelog

Version 1.1.2

- Fixes minor styling issues

Version 1.1.1

- Support styling for animations

Version 1.1.0

- Fixes animation issues

Version 1.0.0

- Initial release