Tutorial 3: Character Inventory

This tutorial will set a simple Inventory using Lists

1: On the Player object create a script called – ‘Inventory’

2: In the script itself remove the start and update functions and add

* List<string> PickUps = new List<string>();

This creates a list that words (strings) will be added to , depending on what you pick up

3: next add function -

public void AddItem(string Item)

{

PickUps.Add(Item);

}

This will keep track off any/all items the player has collected

4: next add function -

public bool DoYouHave(string Item)

{

return PickUps.Contains(Item);

}

This will check if you have collected the right item for unique scenarios.