Tutorial 4: Pick Ups

This tutorial will give Pick ups names that will be added to the players list inventory.

1: Create a new game object (sphere) and add a new script called ‘PickUp’

2: add public string name;

public string YourName()

{

return name;

}

This will allow you to name each object individually and whatever name you call each object/pickup will be the name added to the inventory list.

3: next add -

void OnTriggerEnter(Collider other)

{

if(other.CompareTag("Player"))

{

other.gameObject.GetComponent<Inventory>().AddItem(name);

Destroy(gameObject);

}

This will check if the player is colliding with the object. And if the player does collide with the object it will be destroyed and add whatever the object was named to the inventory list.