

### **Programming Reusable component**

- 1) Import the 'Quest Items Package' into your scene.
- 2) Create an empty game object called 'QuestItemCounter' and add the 'QuestItemsCounter' Script to it.
- 3) Next add the 'Quest Item' script to your quest items in the scene.
- 4) Then add a large sphere collider with trigger ticked to each of your quest items in the scene. The Player will only be able to pick up this quest item if they are inside of the trigger.
- 5) On your Quest Items drag the 'Quest Items Counter' Game Object into the slot on the script. Make sure you do this for every quest item.
- 6) Next give each type of quest item a tag that corresponds to its type.
  - 'questItem1' For the first type of items
  - 'questItem2' For the second type of items
  - 'questItem3' For the third type of items
  - 'questItem4' For the fourth type of items
- 7) Ensure that your player has the tag: "Player" and that they have a rigid body component.

Now when the player enters the sphere collider of one of the quest items and presses the E key, they pick up the item.