

Shop System

What is it?

This includes 2 scripts which work together to create an interactable shop. The player will have money which they can spend in the shop. It knows how much each item costs to not allow the player to buy more than what they can afford. There is a unity package which demonstrates this, just load and run the scene.

- 2 Scripts
- 1 Unity Package with example scene
- Information

My idea for this script was to create an interactable shop where the player can buy items. This only shows items, their cost and allows the player to click on them (depending on how much money they have). The player doesn't receive any items as this is just the interface but a 'confirm' button could be implemented which, when pressed, gives the player the items.

How does it work?

The player has a set amount of money, if that number is greater than the cost of an item then the player can click and it updates the money amount. Again, the player can click somewhere but if they have less money than the cost of the item the click doesn't register and the number of that item 'bought' doesn't change.

How do I set it up?

The user can take the demo scene included and adapt it to suit their needs or they can make it from the start.

To do this the user will need to set up a canvas and add a scroll view. Under Scroll view, Viewport and Content is where you will create a button and on them will be the 'button info' script. Under each image will be the price and quantity text, along with the image for the item. Create an empty gameobject called 'Shop Manager' and add the shop manager script to it, then you can set the amount of money the player has to spend in the shop. You'll also need to create a text which can be changed to show the amount of coins the player has left. - drag this text file into the shopmanager script component.

How do I adapt the scripts?

The scripts can be changed slightly by adjusting numbers in the 'shop manager script'. The user can change the prices of items but it's ideal if they leave everything else as it is, since the quantity will update itself. The user could add a name to each object too, if the name isn't included with the image.

In the demo scene the user can change the images of the objects as they are just colours (for demo purposes).

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The user can also set the default or starting money in the shop manager gameobject under 'coins'.