

Package 1 – Inventory System 18th February 2022 and 15th February 2022

The inventory system lets you pick up items and store them in the player's inventory; the inventory system can be customized to fit any game that needs one. The things that can be customized are the colors and borders of the background of the UI, you can also add custom 2d sprites to fit inside the slots of the inventory system. When creating this package, I had 1 problem, and my sprites would not load into the slot that was being shown, I solved this problem by having a look at my sprites to double check to make sure they were set to a 2D sprite, which I forgot to do when creating the package.

Package 2 – Power Ups 15th February 2022 and 22nd February 2022

In this package there are 3 power ups that can be customized to fit a game that wants to use them, these 3 power ups are Speed Boost, Teleportation and Jump Pad, these can be changed in any way by them being pickups or being blocks on the floor that let you get the ability, all these power ups were done by using the tag system for unity, so this allows anyone who want to add their own power up or edit the variables really easy. When I was making this package I had a couple problems with the jump pad where it wasn't pushing the character to the right height, so I search on the reddit page for unity and many people had the same problem and said it was the gravity inside the unity project, so I changed the gravity and then my character wouldn't jump, so I needed to change the force of the push when the player presses the space bar.

Package 3 – Dialogue System 8th March 2022

The dialogue system is very self-explanatory, it is a text box that shows when you click on an object, the words can be changed in the unity editor so there is no need to go into the code to change the text, also the text that scrolls like the old school games, the UI and the font for the text boxed can easily be changed to fit the theme of anyone's games. For this package I helped myself by following a tutorial on YouTube, so I didn't have any problems with this package.

Package 4 – Timer 15th March 2022

This package is like a dialogue system where you can customize the fonts and the UI borders, I also added some sort of customization to the timer by letting people change the decimal points of the timer, also I add a piece of code that allows you to stop the timer on a specific time you want. With this package I had a problem with trying to stop the timer at a specific time until I realized that I didn't use a string in the original code which is what is causing the timer to not have a cap, I also made some code that lets you do a countdown timer as well and you can also set a cap on the countdown timer if you wanted to.