Spike Document:

The Pickup system is one that is used in a lot of projects and it’s easy to use if the instructions below are followed correctly.

1. Open a Unity project and import the Pickup package
2. Open the example scene

Application

Description automatically generated with low confidence

1. Website

   Description automatically generated with low confidenceWhen playing the game all you must do is be near the green object and press E, once pressed the object will be picked up and you can move around the environment with it.
2. So, what happens when you press E is the Sword moves from the Sword Container to being under the Gun that’s a child object of the Player.

Graphical user interface, application

Description automatically generatedGraphical user interface, text, application

Description automatically generated

1. You do have the option to replace the Sword object with anything else that you’d like your Player to equip, just remember it need to have a Rigidbody, a Box Collider (with Is Trigger enabled) and the Pickup script enabled on it.