Brief 2

**Currency**

This script is unused and originally had all the classes and methods in one script however all of its content was then redone in another script and therefore this script goes unused.

**MoneySystem**

This script is the main script for this brief, it handles the system that is used by the whole brief. It includes the methods for adding shillings, pence and pounds as well as taking away each of them as well. Alongside this is also the buy button which takes away a certain amount of money, changeable in the button in unity, and then outputs to the log whether the player has enough money and buys it or doesn’t and fails to buy it. The script then includes a normalize function that is used almost everywhere, its job is to convert each coin to its higher value coin once there is enough.

**PlayerCurrency**

This script is also unused as it was later replaced by a newer script and therefore is also unused. It was intended to set up the player’s wallet however this would be incorporated into the MoneySystem script.

**CurrencyDisplay**

This script is responsible for the UI display that shows how much money you have, it is frequently called by the MoneySystem script to update the text on the UI. It gets the PlayerCurrency from the MoneySystem script and then uses a text element to display it by getting the value of PlayerCurrency and setting CurrencyText as the value of it as a string.