

Shift Games technical support:
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Task:

Make the RPG-like character equipment system. Download the unity project (v. 2020.3.2) from [here](#). Open the Shift Games / Equipment system / Scenes / Equipment system scene. You can see the default character and HUD equipment panel with the equipped items and character stats. To save your time, the scene already contains all the elements needed to complete the task. You just need to write code:)

Character stats and model must react to changing the equipped items. If a character has no equipped items, his stats will be default. Any equipped item can modify a character's stats.

Do not take this task as a one-time task, but as part of a big game. Your system should be easy to read and modify. Make a simple way to add new or modify existing items. Inspectors on your components must be friendly for developers.

The Odin Inspector plugin is inside the project. It can help you to make your task faster, but using that plugin is optional.

Meshes ID (Meshes should be taken from here:
Assets/PolygonFantasyHeroCharacters/Models/ModularCharacters.fbx)

Slot name	Head	Torso				Legs	
Part name	Head	Torso	Upper arms	Lower arms	Hands	Hips	Legs
None	03 no helmet	02	01	01	04	14	0
Leather	02 helmet	28	09	14	04	24	04
Iron	10 helmet	03	1	16	04	25	8

Base character stats

A armor	0
Strength	10
Agility	20
Max speed	20
convenience	5

Weapons

	Mace	Sword
Armor	+1	+2
Strength	+4	+9
Agility	-5	-3
Max speed	-5	-3
convenience	+4	-4

Helmets

	Doctor's mask	Iron helmet
Armor	+1	+5
Strength	-	-
Agility	-1	-5
Max speed	-1	-3
convenience	+1	+2

Armors

	Leather armor	Iron armor
Armor	+4	+10
Strength	-	-
Agility	-2	-5
Max speed	-3	-5
convenience	+4	+3

Pants

	Leather pants	Iron pants
Armor	+3	+5
Strength	+1	+1
Agility	-2	-5
Max speed	-3	-3

convenience	+3	+2
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