

Hello there! Thank you for buying my asset.

Facebook: <https://www.facebook.com/bear.golden.33>

This asset will help to create game with crafting. There are:

- Inventory
- Gathering resources
- Basic first-view controller set
- Craft system
- Easy implementation own recipes
- Interaction system
- Placement objects on the scene during runtime
- Using tools (axe, hammer) for interaction with game objects
- Starter pack (models, prefabs, some scripts)
- Blank cutting from log.
- Melting metals with fuel (as coal).
- Ores gathering.
- Saving stuff in the chests.
- Hammering metallic product on anvil.

Default inputs for character control:

Tab – open/close backpack (inventory)

W – walk forward

A – walk left

S – walk back

D – walk right

E – interact (pick up object or call some object action)

F – enable placement mode if object is placable (has PlacableObject script) OR place object if placement mode already enabled

R – rotate object in placement mode

Space – jump

1...8 – select 1...8 tool in tool panel

Mouse scroll down – select next tool

Mouse scroll up – select previous tool

Q – drop object if it is liftable

NOTE: all interactable objects must have colliders and Rigidbody component.

NOTE: placement permitted only on objects than belong to “Terrain” layer.

NOTE: Resources folder should be in root folder.

SAMPLES

1. Creating chair:

- 1) Create empty on the scene. Name it "Chair".
- 2) Go to Samples folder. Drag and drop "chair" model to Chair empty game object created in step 1.
- 3) Name added model "graphics". Resize it as you want. Set position of object so that it stands on terrain.
- 4) Add Rigidbody and Collider/Colliders to your object.
- 5) Set layer of object "Visible"
- 6) Add "ChairInteraction" script to it from Samples folder.
- 7) Drag and drop this object from scene to Resources/Prefabs folder.
- 8) Go to Resources/Items folder. Copy one of prefabs. Name copy "ChairDesc".
- 9) IsLiftable: false, IsVisibleInHands: false, Name: Chair, Prefab: name of your prefab (should be "Chair" if you haven't changed name of prefab), Sprite: chairSprite (already in Resources/Sprites folder), MaxCount: 1 (not stackable)
- 10) Make recipe for this!
 In Recipe Items set Size to 6
 Drag and drop existing items one by one (Sennit, Sennit, Stick, Stick, Stick, Stick).
- 11) Go back to your prefab (Resources/Prefabs -> Chair). Click on it.
- 12) Open Resources/Items folder. Drag and drop "ChairDesc" to "Item Description" field of your prefab.
- 13) Add "Placable Item" script to prefab.
- 14) That's it! Now you can place it on the scene or craft and then place using placement mode. And when you look at chair and push interaction key, you'll see "Chair interaction" message.

2. Creating helmet:

- 1) Create empty on the scene. Name it "Helmet".
- 2) Go to Samples folder. Drag and drop "helmet" model to Chair empty game object created in step 1.
- 3) Name added model "graphics". Resize it as you want. Set position of object so that it stands on terrain.
- 4) Add Rigidbody and Collider/Colliders to your object.
- 5) Set layer of object "Visible"
- 6) Add "Armor" script to it from Script folder.
- 7) Set Armor type to "Helmet".
- 8) Add "InteractableObject" script to it.
- 9) Drag and drop this object from scene to Resources/Prefabs folder.
- 10) Go to Resources/Items folder. Copy one of prefabs. Name copy "HelmetDesc".
- 11) IsLiftable: true, IsVisibleInHands: true, Name: Helmet, Prefab: name of your prefab (should be "Helmet" if you haven't changed name of prefab), Sprite: HelmetSprite (already in Resources/Sprites folder), MaxCount: 1 (not stackable)
- 12) Make recipe for this!
In Recipe Items set Size to 8
Drag and drop existing items one by one (Stone fragment 8 times).
- 13) Go back to your prefab (Resources/Prefabs -> Helmet). Click on it.
- 14) Open Resources/Items folder. Drag and drop "HelmetDesc" to "Item Description" field of your prefab.
- 15) That's it! Now you can pick up it on the scene or craft and then wear it on head!

HOW TO...

1. Create own item with own recipe:
 - 1) Determine your object to be craftable
 - 2) Drag this object from scene and drop to Resources/Prefabs folder
 - 3) Go to Resources/Items folder. Then copy one of existing item prefabs.
 - 4) Determine this variables values (Liftable it or not (Can user pick up this?), visible in hands or not (it can be too big to hold it in hands); name of your object. **IMPORTANT! 'sprite' have to be a name of image from Resources/Sprites folder; 'prefab' have to be a name of prefab in Resources/Prefabs folder.**
 - 5) Enter number of "Recipe items" array, if you want this object to be craftable.
 - 6) Drag and drop existing items if this array empty slots.

2. Make object liftable (pickupable):
 - 1) Do actions described in step 1
 - 2) Make ItemDescription of your prefab Liftable (set 'Is Liftable' true)
 - 3) Go to your prefab in Resources/Prefabs folder
 - 4) Add to your prefab "Interactable object" script.
 - 5) Hold this in Inspector and go to Resources/Items folder.
 - 6) Drag and drop needed ItemDescription prefab to Item Description field of "Interactable object" script.

3. Make tool (like axe or hammer):
 - 1) Open Scripts -> Interaction -> Tool.cs
 - 2) Add to ToolType enum your new type. Save and close.
 - 3) Add to object you want to be a tool "Tool" script.
 - 4) In field "Type" choose needed type (created in step 2).

4. Make object placable (so user can place it in placement mode):
 - 1) Just add to your object "Placable item" script.

5. Make own interaction action of object:
 - 1) Make new class that inherits "InteractableObject".
 - 2) Override "Interact" method.
 - 3) Add this script to needed object instead of "InteractableObject" script.

6. Make armor:
 - 1) Append “Armor” script to your object.
 - 2) Do not forget to choose type of this armor.

7. Make own object reactions to the punch of tool:
 - 1) Create new class that inherits “HitableObject”.
 - 2) Override “HandleHit” method.
 - 3) Add this script to needed prefab. That’s it!
 - 4) If you want to append reaction sound, add component “AudioSource” and add AudioClip inside.

8. Use craft engine in your scenes:
 - 1) Just place “CraftEngine” from Prefab folder to your scene.

9. Provide metallic products process:
 - 1) Do not forget that desk see only log in player hands.
 - 2) Do not forget that desk menu knows only about Blanks in Resources/Items folder. (Blank is a special Item Description)
 - 3) Do not forget that oven rack sees only Blank item in player hands.
 - 4) Do not forget that anvil sees only Layout item in player hands (Also special Item description from Resources/Items)

Hope it works well and you enjoy it.