

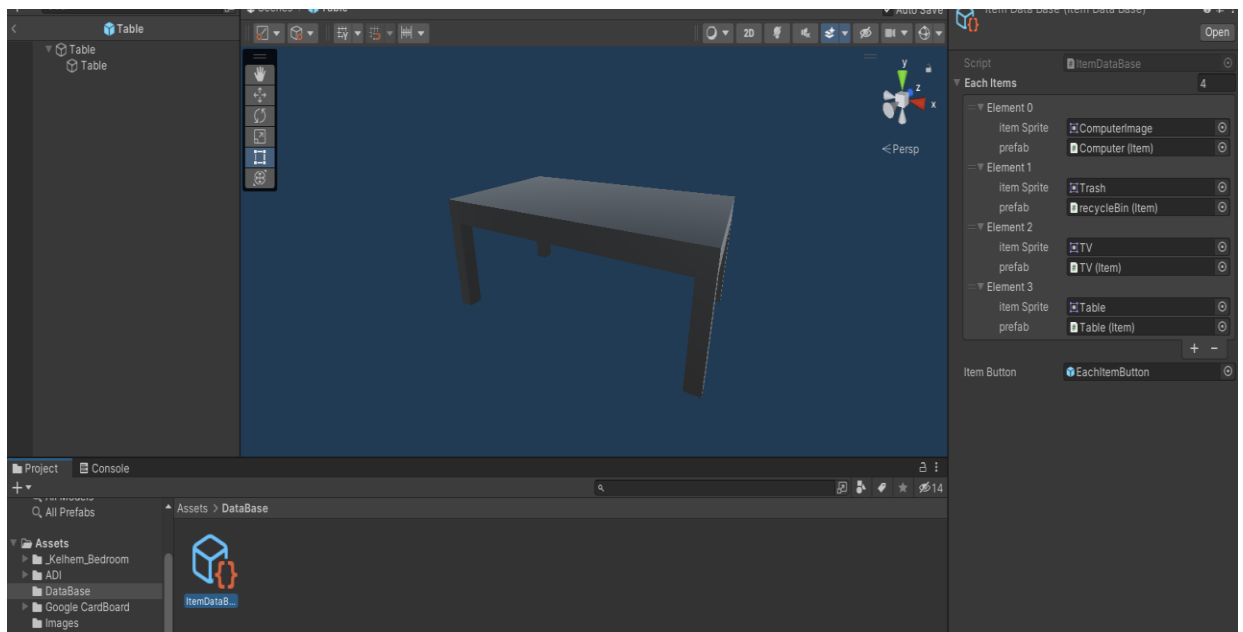
# How to work with the unity application.

## 1. Working in the application

- a. The number shown above the item when pressed will spawn an item.
- b. Already present item can be clicked and moved around. Pressing it again will place the item when it is.
- c. Right clicking the item will delete the item.
- d. Mouse scrolls will allow the item to be scaled up and down.

## 2. Adding new items.

To add a new item, you need to search for the item database assets which is a scriptable asset and add a new item to the list. Two things, that is the prefab, and the item image need to be added on the database as shown in the figure below. The necessary steps to create a item prefab is explained in 2.



### 3. Create item prefab

As shown in the figure below, to create an item prefab we need to first create a 3D model either by importing or by creating it in a 3D modeling software. Once created we need to import it and add a box collider. Once done we need to add the item script and change the game object layer to item.

