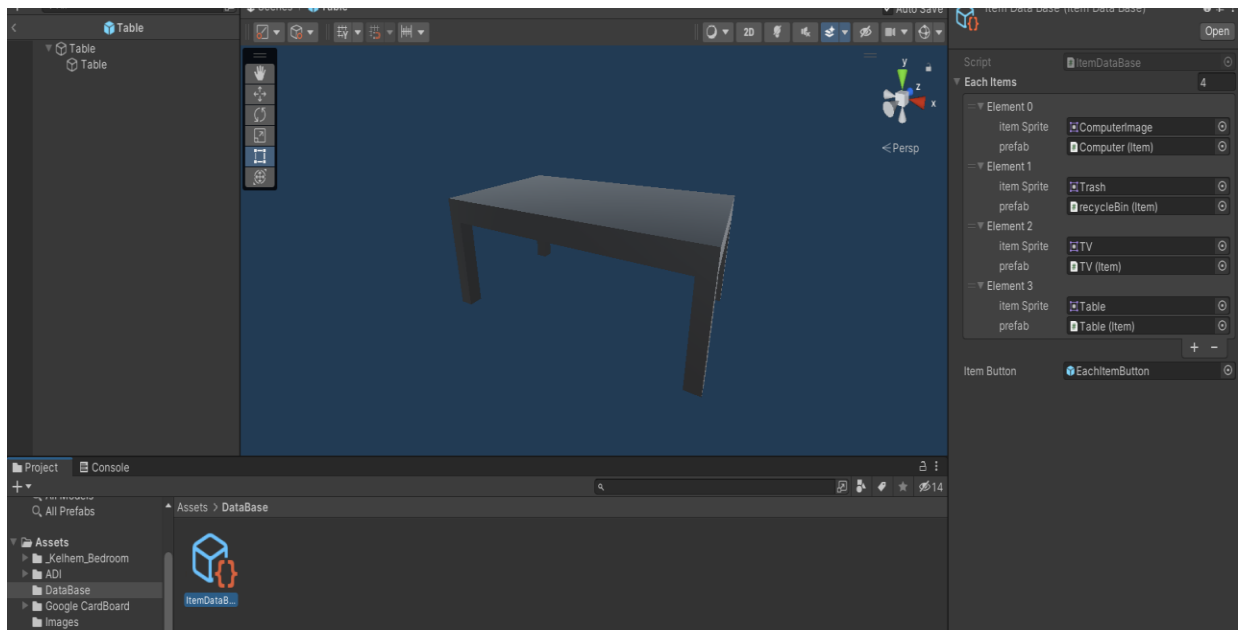# How to work with the unity application.

1. 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.

2. 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.