**SIMPLE STORAGE (INVENTORY) SYSTEM**

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I welcome you to the document describing the operation of the storage system (inventory).

To get started, you need to create a canvas on the stage, following the example in the demo scene. Next, you need to transfer the Storage script to any object on the stage that you consider as storage (inventory, chest). After that, you should create cells following the example in the demo scene and attach the Cell script to them. Now you have to select the object to which the Storage script is attached and fill the storageCells array with the created cells to which the Cell script is attached. You will need to specify the image of the stored item (imageStored) and text that visualizes the number of stored items (countStoredText) at each cell with the Cell script. After that, the work with the repository is completed and you can proceed to the items (Item).

For you can create objects on the stage and attach the Item script to them, in it you can specify the name of the item (itemName), its description (itemDescription), its quantity (itemCount) and the icon (itemIcon). After completing the steps, you need to move these items to the Assets / "AnyFolder" / Resources folder so that they become prefabs (in the demo project, the path is Assets / Prefabs / Resources). Done!

\*Comment

1) Items on the scene with the Item script should have the same name (transform.name) as the prefab instance (itemName) in the Resources folder.

2) To open inventory press “I”. You can change this value in Input Manager in Unity.

3) To pick up item press “E”. You can change this value in Input Manager in Unity.