

# Docs

## PlayerMovement

Move Player around the world.

## Item

A ScriptableObject, used to create many items as you want.

## ItemController

Just Stored ScriptableObject.

## ItemPickup

Pickup items on enter collision area.

## InventoryItemController

Created to destroy and add a new item to inventory.

## InventoryManager

Create an inventory and the list of items stored within it.

## NpcDialogue

Dialog system when left clicking on npc

## GameManager

Used to restart the game

## ShopTrigger

Used to detect collision to start the shop system

## ShopManager

Shop System