Complex System Proposal

Inventory, Equipment, and Gameplay System

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Introduction:

The Complex System I intend to build for my assignment over the next 6 weeks is an inventory and equipment system designed for use with an RPG style game.

I will research on the inventory systems used in the latest trendy games and derive something that is elegant, powerful, intuitive and simple to use, and hopefully won’t be hated by the player.

There are many Inventory systems available already on the Unity Asset Store, such as Inventory Pro located at <https://assetstore.unity.com/packages/tools/gui/inventory-pro-66801>. Inventory Pro covers all aspects of Inventory for an RPG system, if there’s something it doesn’t cover, I’ve yet to find it.

Having looked at this asset and played many games, I’ve decided on some minimum features that I would expect to be in any game’s inventory system, which I will attempt to put into my complex system.

Main System Objectives:

Ideally, I would like my complex system to support at least the following:

* Display the users inventory
* Allow Drag/Drop between Inventories
* Allow dropping items from Inventory into the scene
* Inventory slots configurable via inspector
  + Configurable hot bar
  + Configurable inventory
  + Configurable equipment slots

Extra System Objectives:

The following are extra objectives that, while not required, would be a nice addition to the complex system:

* Player Stats/Levelling System
* Dialogue System
* Quest/Objective System

Criteria required for System to be considered successful:

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| --- | --- |
| **Success** | * Completed on schedule * Includes all the main objectives |
| **Project Failure** | * Not completed on schedule * Meets none of the objectives detailed in objectives section |