Thank you for using this product, to be able to implement it, you might want to take a look at this instruction.

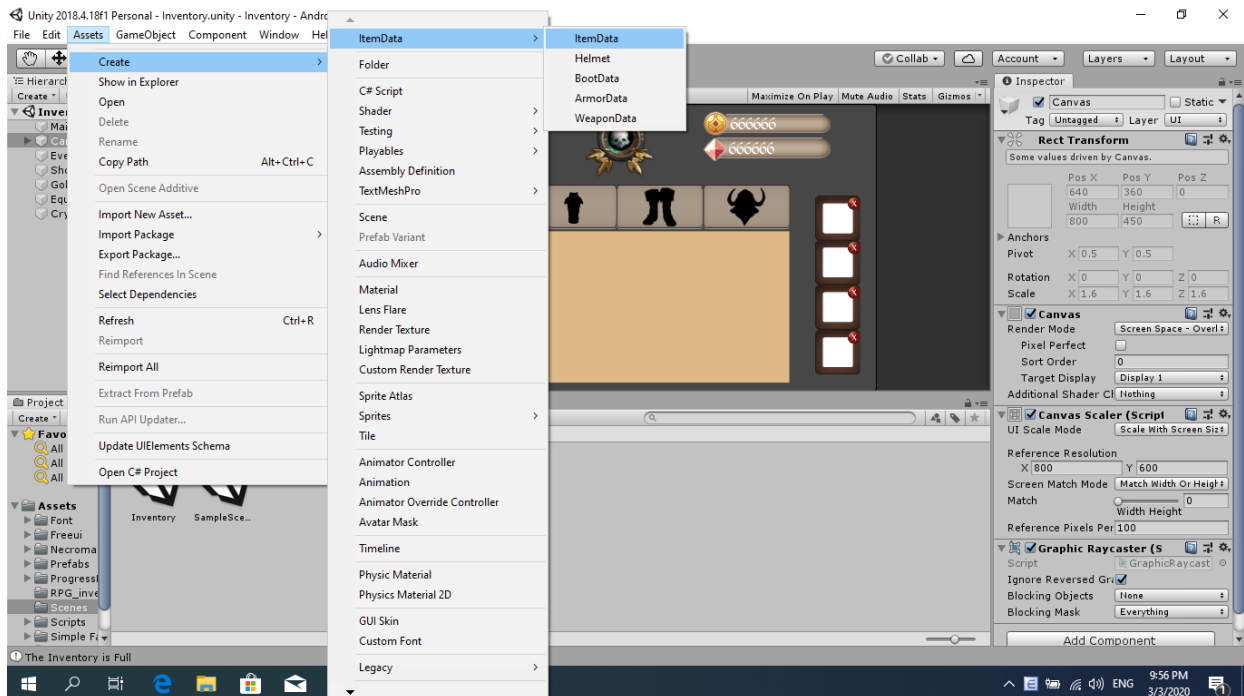In this product, I have used:

[SIMPLE FANTASY GUI](#)

[Free Fantasy GUI](#)

[Necromancer GUI](#)

[RPG inventory icon](#)

Those assets are used only as **EXAMPLE** and are not owned by me although they are **FREE**. If you don't want to put your new art or really like the asset, please download them from the given link.

If you want to add new item, go to **Assets/Create/ItemData/(Your item data type).**

Please take a note that you can also change the type, delete them, or add new ones. All the type is in the Enum class in **ItemData.cs**. You might want to change the information on **CreateAssetMenu** to your type of item.
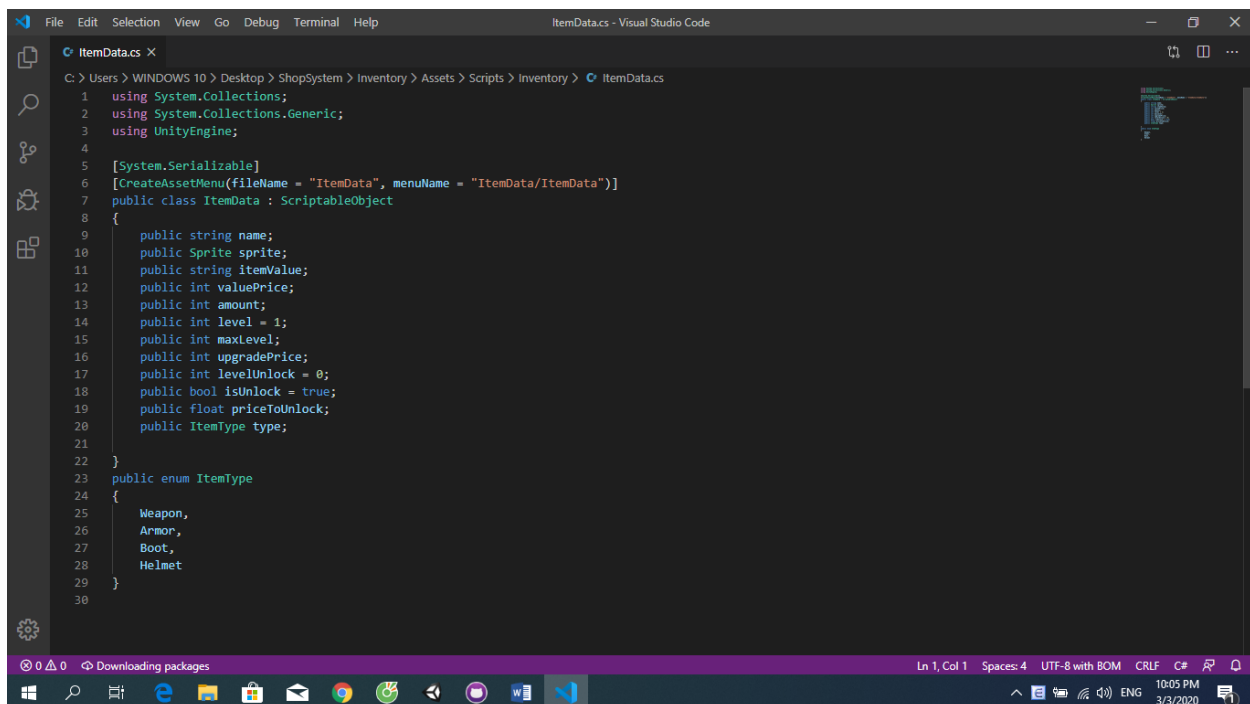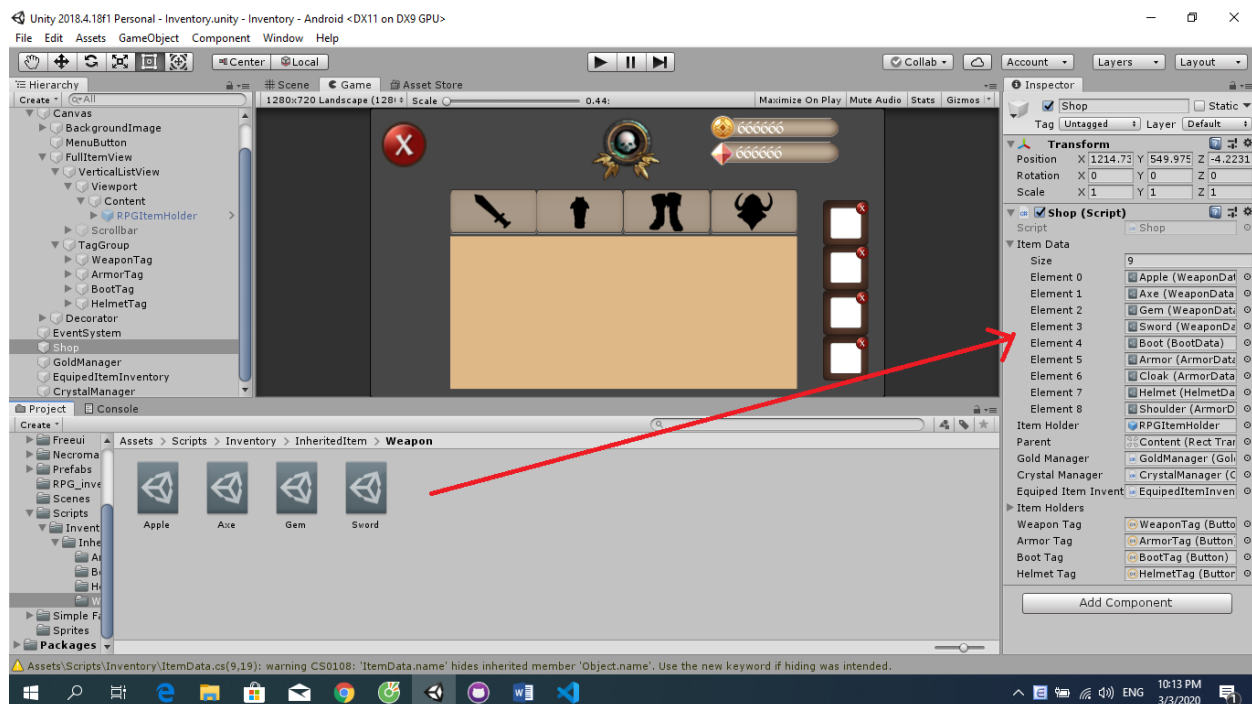

Each type of the weapon has been deprived from the **ItemData.cs**, and they also have their own data.
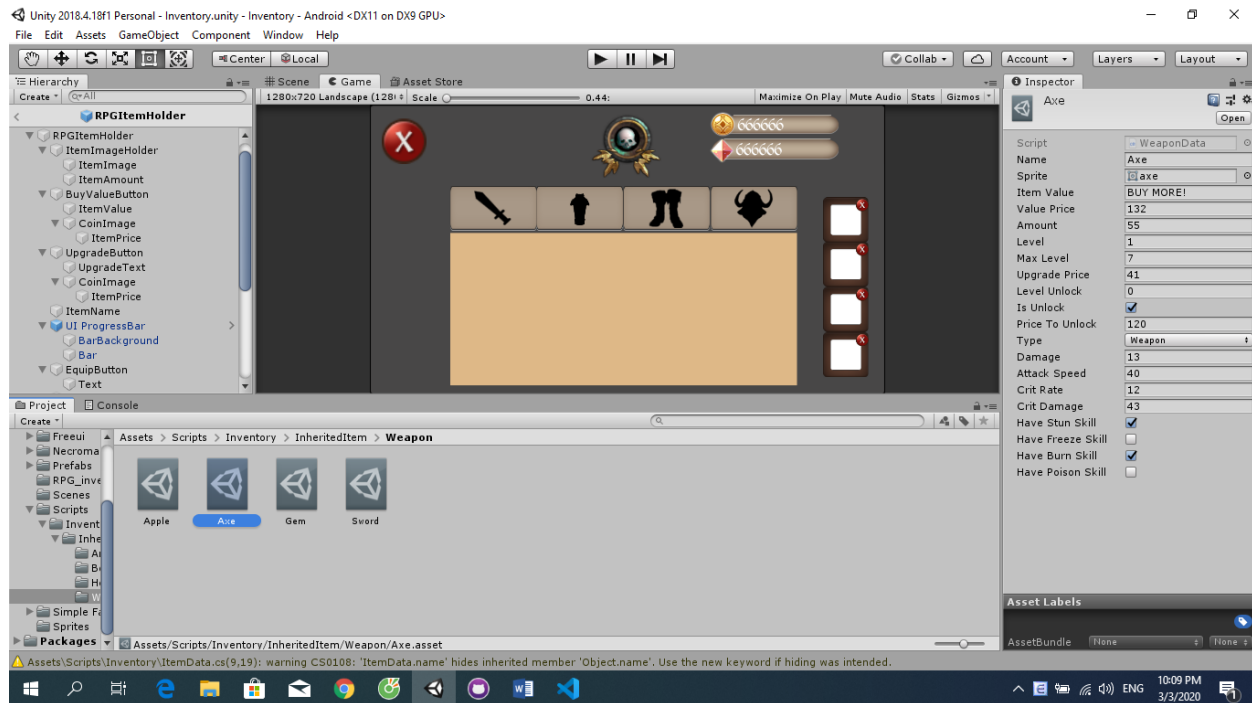
An example is the Axe Scriptable **Object**, which has the general information of the item, whereas it still has its own behavior like having stun or burn skill.

After create your item Scriptable Object, just simply add it to the Shop GameObject containing the **Shop.cs**.

If you want to save your data, just save them to the Scriptable Object, it can be passed through scenes and store to your device.

If you have any question, want to report bugs, or give me some feedbacks, just text me on any social media account I have posted this product.

I will answer it as soon as possible.