PICKUP SYSTEM

LOOK, PRESS "E" TO PICKUP

CREDIT

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SUMMARY

it is a simple pickup system that lets you Pickup items , it has several settings and animations and fades you might need

FEAUTES

- SIMPLE BOB AND ROTATE ANIMATIONS FOR PICKUPS
- UI TO DISPLAY NAME OF ITEM AND MASSAGE 'E' TO INTERACT
- SIMPLE PLAYER CONTROLLER

SCRIPTS

- playerinterater.gd
- pickup_interactable.gd
- player_script_example.gd

PUBLIC SETTINGS

Item Data
- Item ID
- Item Name
- Count
- Stackable

Behavior
- Is Pickup
- Instant pickup on Look
- Disable After pickup?

Visual Feedback
- Rotate Speed
- Bob Height
- Bob Speed

REQUIREMENTS

- Engine: Godot 4.x (tested on 4.2+)
- Input System: No (uses built-in Input)
- Animator: No
- Extra Packages: No

Notes from dev
- Controls (player): WASD,E to interact
- Use different scenes for different items
- play with the public settings to match your requirements

How To Use

- add player_interacter.gd to your player character scene
- add pickup_Interactable.gd to your pickup item , use static body as a root of pickup item scene
- play with the settings in the inspector
- test and play

Join project R?

Want to be part of the movement or help others?
You can join the Discord here:
https://discord.gg/bBfxE78UTA
only if you want to connect or contribute.