# Quantum Economy Manager

Thanks for purchasing my product. I truly hope it fits your needs. If you have any questions regarding the product, please contact me via email or visit my Patreon account for YouTube guides and reviews.

With that being said, allow me to explain to you how to properly include this asset in your project. This package includes:

* Scripts.
* Player.
* Test scene and Real Time Tester (currency converter).

## Explanation

This is an economy manager, it helps you have a global market with multiple currencies.

## Set Up

In order to set the economy, follow the next few steps:

* Create an empty game object and add the Quantum Economy Manager script.

## Creating a new Currency

Once you have added the QEM script, you can add a currency to the list found in the script as a variable. Add a **name** (which is irrelevant for now, further updates will bring more functionalities or you can any functionalities you wish), the **code** (do not add the $ as it will be added automatically) and a total value (this is the percentage of the currency value in the global market. In order to understand this equation, please see the formula below):

[Currency: Ace, A, 100] [Currency: Beta, B, 200] [Currency: Cheetah, C, 50]

1 A$ = 0.5 B$ = 2 C$  
1 B$ = 2 A$ = 4 C$  
1 C$ = 0.5 A$ = 0.25 B$

In this case, the total or reference value is 100. You can add as many currencies you wish.

## Creating an Actor

If you want to add an NPC or a Player, just add the Quantum Actor script to the character. You can have only one active currency, yet you can add multiple wallets for other currencies to be handled. This is free for you to use and manipulate.

You can create as many wallets as you wish, this has no base integration (meaning you can use it in any way you want).

I personally thank you for purchasing this asset and I truly hope it fits your needs. If you need anything, please make sure you contact me through my email: [**quantumdev.zzn@gmail.com**](mailto:quantumdev.zzn@gmail.com)

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