Unity RPG Tutorial- How to Make An Inventory with Unity

1. For the inventory, you must create a UI (Image). Do this by right clicking in the hierarchy and “create” – “UI”- “Image”.

Select a square box and if you want to make it more complicated, you can add level up info, attack stats, etc. Use this Image To Be an Empty Square Box for this tutorials purpose though.

Call it Slot 1

Then Create A new UI Image, for an X for the inventory box. Call it X 1

1. Create a new C# Script and call it inventory. Create another C# script and call it Pickup

public class Inventory : MonoBehaviour {

public bool[] isFull;

public GameObject[] slots;

public class Pickup : MonoBehaviour {

private Inventory inventory;

public GameObject itemButton;

private void Start()

{

Inventory = GameObject.FindGameObjectWithTag(“Player”).GetComponent<Inventory>();

}

void onTriggerEnter2D(Collider2D other) {

if(other.CompareTag(“Player”)){

for(int I = 0; i < inventory.slots.Length; i++)

{

If (inventory.isFull[i] == false) {

//ITEM CAN BE ADDED TO INVENTORY !

inventory.isFull[i] = true;

Instantiate(itemButton, inventory.slots[i].transform, false);

Destroy(gameObject);

break;

}

}

}

}

Add the Pickup Script along with circle or square colliders to make this a pickup. Along with a rigidbody.

Add the Inventory script to your player, and then make sure you set the bool to the # of slots available.

Make the pickup a PreFab as well.

1. Create a new C# script, call it Slot

using UnityEngine;

using UnityEngine.UI;

public class Slot : MonoBehaviour {

private Inventory inventory;

public int i;

public void DropItem(){

foreach(Transform child in transform){

child.GetComponent<Spawn>().SpawnDroppedItem();

GameObject.Destroy(child.gameObject);

}

private void Update()

{

if(transform.childCount <= 0) {

inventory.isFull[i] = false;

}

}

Now apply for each slot 0, then 1, then 2, then 3, then for for public int I attached to these scripts.

Now we must make another script, without the next script, you will run errors on this script

Attach slot to your slot X’s in your inventory. Use a panel to create a more in depth inventory.

1. Create a new C# script, call it Spawn.

using UnityEngine;

public class Spawn : MonoBehaviour {

public GameObject item;

private Transform player;

private void Start()

{

player = GameObject.FindGameObjectWithTag(“Player”).transform;

}

public void SpawnDroppedItem() {

Vector2 playerPos = newVector2(player.position.x, player.position.y + 3);

Instantiate(item, playerPos, Quaternion.identity);

}

}

Create buttons in the prefab to match with the UI elements, and here is a script to help for example making the item do something.

public class SunItem : MonoBehaviour {

public GameObject effect;

private Transform player;

private void Start()

{

player = GameObject.FindGameObjectWithTag(“Player”).transform;

}

public void Use() {

Instantiate(effect, player.position, Quaternion.identity);

Destroy(gameObject);

}

}

Do not forget to make custom effects that are made to help your player. And Don’t forget the button scripts so the buttons can have spawn scripts for re using the items.