Technical Specs for Inventory System

Visual Overview

Equip Panel:

Five Slots

Inventory Panel:

Nine Slots

General Description:

When the player presses the “i” key the equip and inventory panels will open. Pressing the “i” or “esc” keys will close the panels. Clicking on a slot in the Equip panel will select it. If the player then clicks on an appropriate item in the inventory the inventory item will be equipped. The game will continue to run while the panels are up, and clicks to the game environment should still be processed.

Detailed Requirements:

1. While the panels are hidden it is impossible to remove inventory or change equipped items (It should be impossible)
2. Clicking on an equipped item will select it. This will be indicated with a sound and visual effect.
3. Clicking on an inventory item of the correct type (see inventory item section) after selecting an equip slot will equip the inventory item. The effect of this is:
   1. The item in inventory is moved to the equip slot
   2. The item in the equip slot is moved to inventory
   3. A success sound is played
   4. The selection visual effect is cleared
4. Clicking on an inventory item of the incorrect type after selecting an equip slot will not equip anything. The effect of this is:
   1. An error sound will play
   2. The selection visual effect is cleared
   3. The inventory and equip items do NOT change positions
5. Closing the panels after an equip slot is selected clears the selection. The selection should not still be there when the panel is reopened.
6. If a slot has an item in it, then the item’s icon is displayed
7. If a slot has no item in it, then an empty frame is displayed
8. Inventory auto-compresses so it is always filled from the top-left
9. Shift-clicking on an inventory item deletes the item without confirmation. This will cause inventory to compress if needed.
10. Shift-clicking on an equipped item does NOT destroy it.
11. There is no way to remove an equipped item other than equipping a new item to the slot

Item Requirements:

1. Icon – The image that will be displayed in inventory.
2. Type – The item type of the item. There are five possible types.
3. Each item type has a different Icon
4. Within each item type, a random color tint is applied to each item. Ensure the randomized color tint leaves the icon visible. This is a temporary measure to assist in testing.
5. The item class CANNOT inherit from any Unity API class. Containing references to Unity API classes is OK, just not inheritance.

Testing Requirements:

1. Game starts with all equip slots filled with the appropriate item type.
2. Game starts with one each of the item types in inventory.
3. Pressing the 1 – 5 number keys will create an item of the appropriate type and place it in inventory as long as there is room. Nothing will happen if the inventory is full.
4. Verify that all inventory items can be deleted.
5. Verify that all equip slots can be equipped with items from inventory.

Submission Requirements:

1. Create a web build and upload to Itch.io
2. Create a readme.txt file in your project that contains the following:
   1. Attribution for any resources used
   2. A link to your Itch.io page for the project
   3. Password for accessing the Itch.io page if you made it private
3. Archive the project folder and submit to Canvas