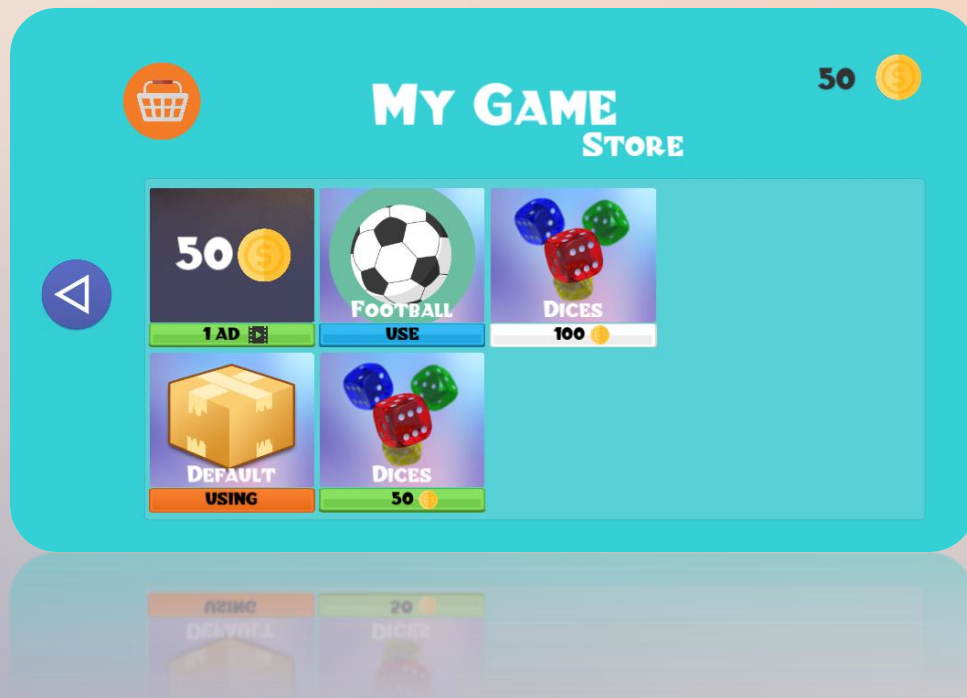# TECH AND PRO PRESENTS

SHOPME

ASSET BY:

TECH & PRO AND ANIS BRACHEMI

FEATURES :

- EASY TO IMPLEMENT (IN 5 MINUTES).
- EASY TO USE.
- EASY TO CUSTOMIZE.
- DEMO SCENE INCLUDED.
- DOCUMENTATION AND SUPPORT IN LESS THAN 24 HOURS.

SETUP :

1. Drag the StoreManager prefab from the prefab folder into your scene.
2. Drag the Canvas prefab from the prefab folder into your scene.
3. All is left to do is dragging the "Canvas>Store>Scroll View>ViewPort>List" into the StoreManager's List GameObject.
4. You're all set up, now fill the StoreManager Script by adding items, new sprites.

   NOTE : If you want to edit the item prefab, drag the ItemPref into the List element cited before and edit it then don't forget to hit apply up the inspector.