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July 9, 2018

Cross-platform Development

**Project Brief**

Objective

Creation of an application using Unity3D that supports Windows PC and Android devices. The project must make use of loaded assets and a basic Graphical User Interface. The project should demonstrate use of each target platform’s input devices.

Project must persist data at runtime.

Technical Specifications/Requirements

* The platform the user is running the application should have support for the specific input device.
* Application should support target platforms.
* Demonstration of Inheritance
* Implement a Graphical User Interface.

-Interface should display current inventory items

* The player should be able to move in a 2D environment.
* There must be an inventory system in place that allows the player to add items to their inventory by colliding with the object.
* Allow user to remove items from inventory.
* Persist data at runtime with use of Scriptable Objects and json format
* The player should be able to save their inventory.
* The player should be able to load an inventory if an inventory save file exists.
* Use Editor tool to build objects separate from the behaviors.