Inventory script:

//inventory

static var inventoryArray : int[] = [1,2,0,0,0];

var inventoryText : GameObject;

void Update ()

{

inventoryText.guiText.text = "Health Potion " + "[" + inventoryArray[0] + "]" + "\n" + "Magic Potion " + "[" + inventoryArray[1] + "]";

//inventoryArray[0]++; //Test

//inventoryArray[1] += 2; //Test

if(Input.GetKeyDown(“h”))

{

if(inventoryArray[0] > 0)

{

healthPotion();

}

}

}

void healthPotion ()

{

playerHealth.currentHealth += 100;

inventoryArray[0] -= 1;

}

void magicPotion ()

{

playerHealth.currentHealth += 100;

inventoryArray[1] -= 1;

}

pickUpItems script:

void OnTriggerEnter ()

{

if(col.gameObject.tag == “Player”)

{

Inventory.inventoryArray[0]++;

Destroy(this.gameObject);

}

}