

Basic Inventory System

by NashuaH Studios

Intro

This Asset Pack contains a fully customizable Inventory System with stack and non stacking items and also the functionality of saving locally. It's very easy to use and there is almost no need to code. You can find comments in each script explaining what the code does in case you want to adventure yourself even more.

Thank you for downloading my first asset, I hope it serves you well in your projects, let's start!

1. Add and Remove Items from Inventory

You can Add or Remove Items from the Inventory by using the following line on any script:

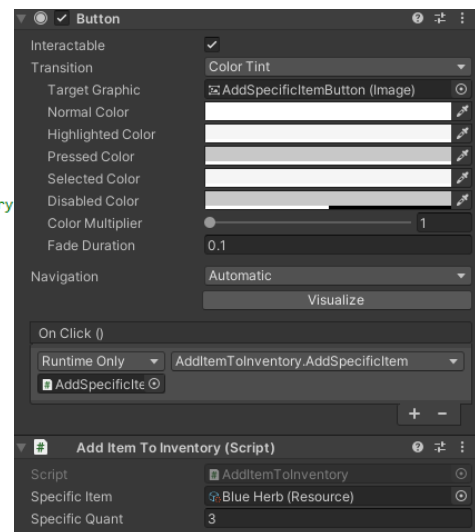
```
Inventory.instance.Add(itemToAddHere, quantityHere);
```

```
Inventory.instance.Remove(itemToRemoveHere, quantityHere);
```

```
public class AddItemToInventory : MonoBehaviour
{
    // The Specific item you want to add
    public Item specificItem;

    // The Specific quantity you want to add
    public int specificQuant;

    // Adds the specific item and quantity you set up in the Editor to the Inventory
    public void AddSpecificItem()
    {
        Inventory.instance.AddItem(specificItem, specificQuant);
    }
}
```

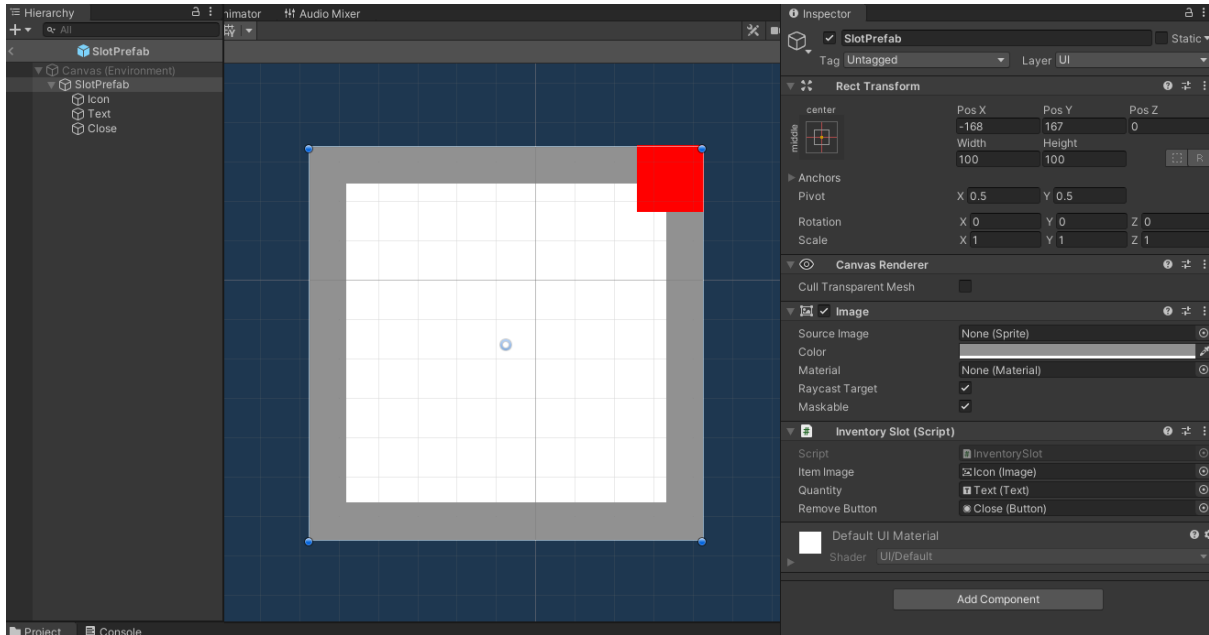


In this example you can see the use of the Add function in a script. The Script uses the Item and quantity that you can set up in the Inspector. In this example, I place the script in the button object and call the AddSpecificItem() when clicked. Also in the image of the inspector of the button you can see that the item it is given is a Blue Herb and the quantity of 3. Change these values to add another item in other quantities.

This script is just an example of how you can use the Add() function anywhere you want. Use it in your scripts to reward players easily.

2. Setup Inventory

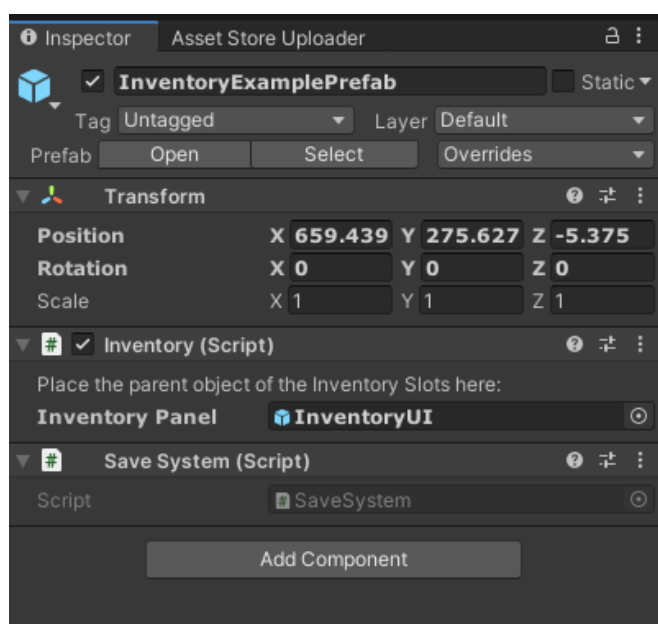
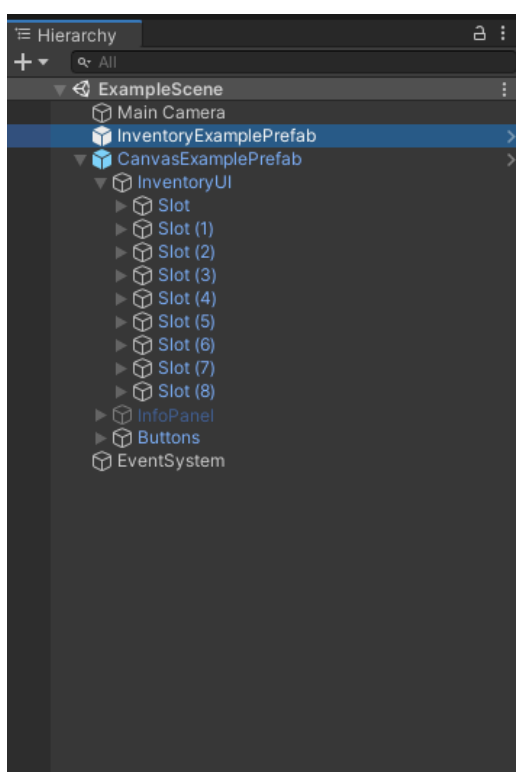
To set up your own Inventory you just need to make an Inventory Slot Prefab with the InventorySlot (Script) attached with an Image and Text as child Objects. You can see the example provided in the asset and adapt it to your needs.



In the image you can see the Slot Prefab I created for this asset. On the left side you have the SlotPrefab with 3 children objects. The 3 children objects correspond to the Icon of the Item to be shown, the Text that indicates the quantity of the Item and also the Close Button used to remove items from the Inventory.

In the Father Object named SlotPrefab you can see in the inspector on the right side the Image component that you can fill with the background image of your slots. You can also see the Inventory Slot script that handles the 3 children objects, like changing the image and the quantity.

Customize the prefab at your will and use it to make the Inventory Panel for your game. To make this, make sure that all slots stay inside the same parent object which itself will have a script. The quantity of slots you place becomes the maximum that the player can use.

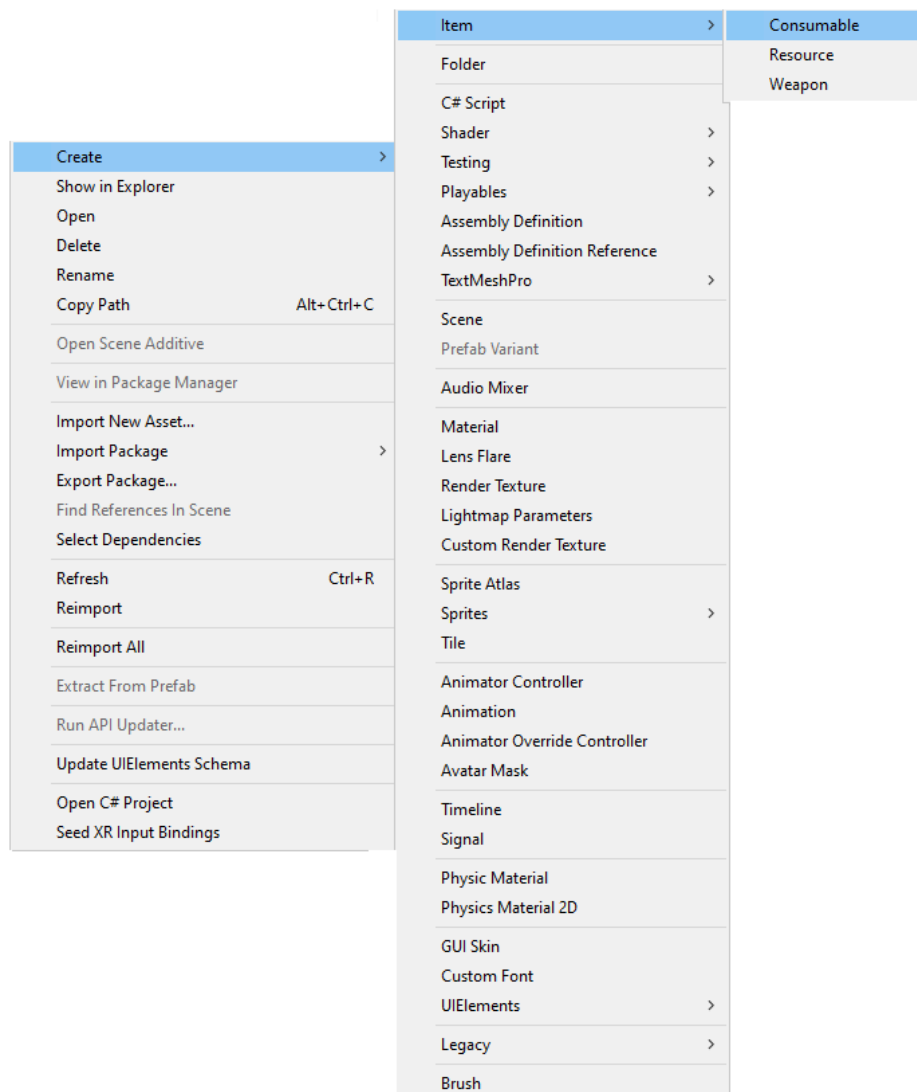


In the left side of the image you can see the different objects in this asset in the scene. The selected one has the info in the right side of the image where you can see the Inventory Script with a UI Panel assigned. That UI Panel is the parent object of all the Inventory Slots you will create for the UI. You can see an example of the parent object in the left side of the image with 9 different slots as children prefabs.

3. Save System and create Items

This Asset also supports Saving of the Inventory to save the progress made for later sessions. You can save and load the game by using the functions inside the SaveSystem Script. You can see them being used in the Save and Load Buttons.

To create a new item just right-click in the Project Folder(inside Unity) OR top-bar Assets Menu and then Create --> Item ---> Choose the type of item



Last Notes

The Icons in the Example for the Items are Icons made by Lorc.

Available on <https://game-icons.net>

The use of this Icons is protected under the Creative Commons 3.0. I'm free to use it under the terms that I acknowledge the creator as I did.

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If you can't Build your game because of errors in the Editor Scripts just put /* in the beginning and */ in the end of every script with "Editor" in the end

If you think that the Editors are not necessary you can delete them from the project too(The Inventory System will still run)

Thank You one more time and don't forget to check my other assets that are extensions of this one

Update Notes:

Bugs Corrected to version 1.1:

- The Item/Consumable menu is now done but note that the consumable item is just an example and does not work as a consumable, it's just an example of different items
- Bug in the Inventory.AddItem function corrected. It used to give one non-stackable item plus the ones the user wanted to give.

New Features version 2.0:

- The Save System was revamped, no need to do anything now besides creating the Items you want.
- The AddItemToInventory Script was divided on two, with a new script named AddRandomItemToInventory.