

HCB Collectable System

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▼ Status	In Progress 🍊
▼ Type	Architecture Overview

Description

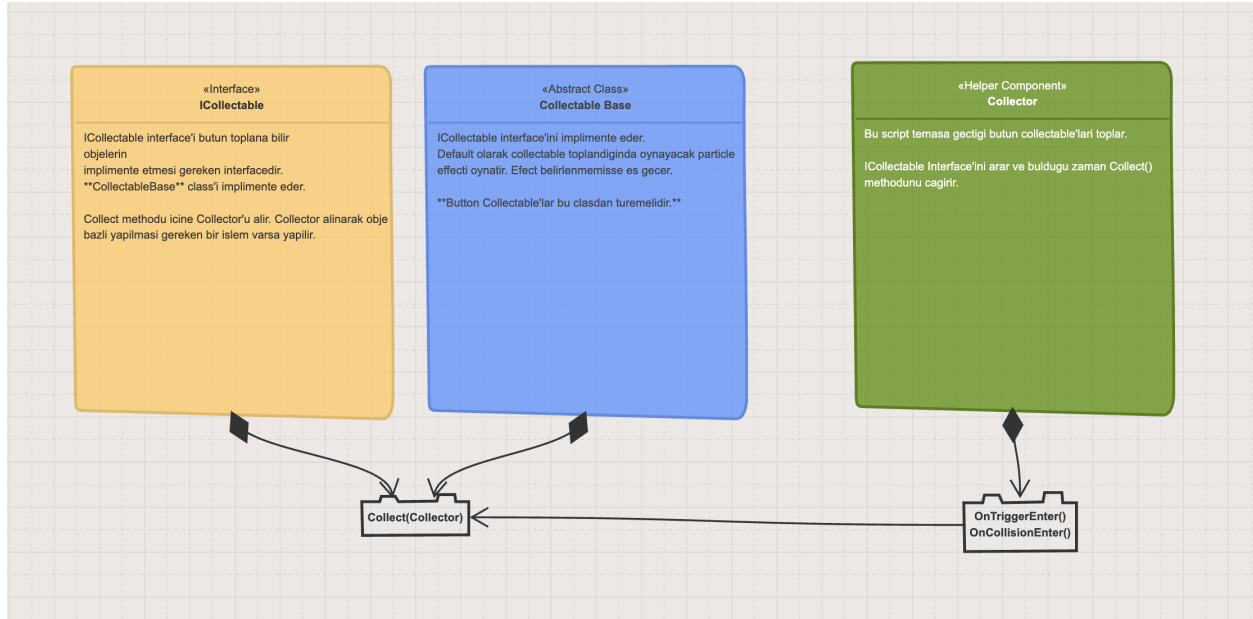
Diagram

Example

Description

This is a collection of components that can be used to add collectables in the game. Follow the diagram while creating new collectables.

Diagram



Example

Example Scene shows how to implement the collectable system.

- A controllable cube for collecting objects.
- Example collectable is an example collectable that can be a currency.
- Do not use example scripts and prefabs in your game.