**Creating Items in Unity Interface:**

1. **All items have isCraftable bool, defaults to “false”.** When changed to “true”, all possible material options become available, defaulted to zero.
   1. If Item Type is Food, only “Food” items display with the number 0 next to them. If this number is changed, that is the number of food items required to craft this item.
   2. If Item Type is Weapon or Armor, only “Materials” items display to set number required for crafting.
2. **Effects on one or more stats**
   1. Create a list of stats that can be effected, along with corresponding values (positive or negative) for how each of those stats will be affected.
      1. This list should be accessible by any item type. Create new list for each item, named after item, like itemStatList.
      2. When entered, option to add another item to this particular list is presented. Can do this infinitely.
   2. Make status effects viewable in inspector

**Unsure where to place for now…**

1. 2 functions to process effects on stats
   1. Permanent stat adjustment
      1. Stat increases
   2. Temporary stat adjustment
      1. Stat goes back to normal after a set amount of time

**Setting up the Player's Inventory**

1. New list created
2. Will Unity detect a sub-sub-sub class as the original class? For example, will it automatically be able to tell if a “helmet” is a type of Item? (Item > Armor > Head > Helmet)
3. Is a list the way to go for this?

**Picking up Items**

1. Sound plays
2. Item added to Inventory
3. Prefab destroyed from world

**Using Items**

1. If item affects stats, call list in Creating Items in Unity Interface 2.1 from a function to process whatever stat is affected, and by how much. Make it so.
2. Play the useSound
3. Remove Item from the player's inventory

**Dropping Items**

1. You can drop gold.
2. Item removed from inventory
3. Update count on inventory
4. Prefab instantiated in the world when out of menu
   1. If more than one item is dropped at one time, items are dropped at different points to prevent glitches

**Buying and Selling Items**

1. Gold in inventory is displayed both as an item and on bottom of screen