

Inventory Items



Lisa Walkosz-Migliacio

SOFTWARE ENGINEER

@MissFacetious www.evilisa.com



Overview

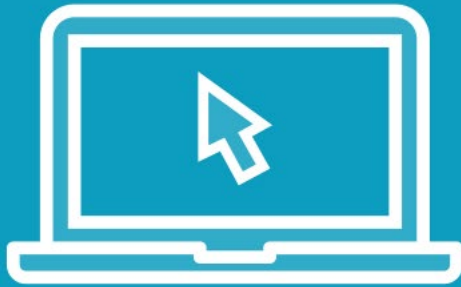


How to Follow Along

- Copy/paste the code
- Type it out yourself
- Import a Custom Asset



Demo



File zip, copy and paste, unity package



Summary



Get the code

- Copy/paste the code
- Type it out yourself
- Import a Custom Asset



Overview

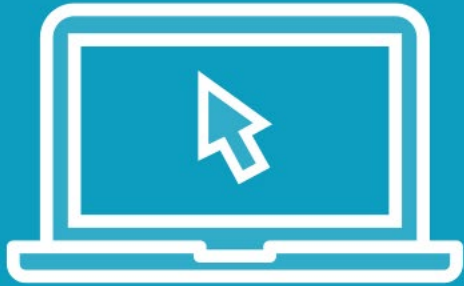


Inventory Item Functionality

- Explain Store an Item in Inventory Function



Demo



Implement StoreItem()



Summary



Inventory Item Functionality

- Explained Store an Item in Inventory Function



Overview



Inventory Item Functionality

- Explain picking up items
- Explained conditions if item in is inventory and stackable



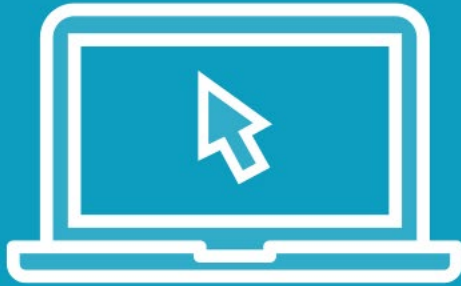
Demo



Implement TryPickUp()



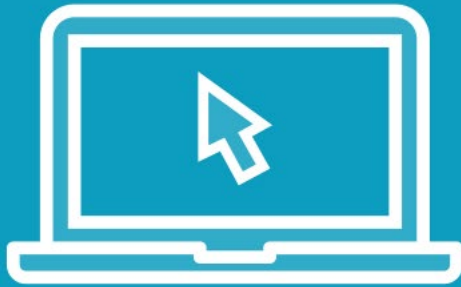
Demo



Implement AddItemToInv()



Demo



Finish Implementing TryPickUp()



Summary



Inventory Item Functionality

- Explain picking up items
- Explained conditions if item in is inventory and stackable



Overview



Inventory Item Functionality

- Show sprites in user interface based on inventory
- Explain adding items to inventory and hot bar slots
- Show or Hide Inventory UI



Demo



Implement `FillInventoryDisplay()`



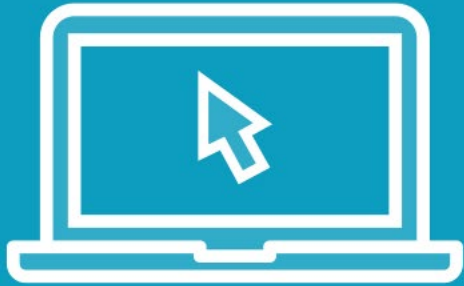
Demo



Implement `AddItemToHotBar()`



Demo



`Implement DisplayInventory()`



Summary



Inventory Item Functionality

- Explained showing sprites in inventory
- Explained adding items to inventory and hot bar slots
- Explained Show or Hide Inventory User Interface



Overview



Inventory Item Functionality

- Explain events that will kick off functionality of inventory



Demo



Implement `TriggerItemUse()`



Summary



Inventory Item Functionality

- Explained Events that affect inventory functionality



Overview



Character Stats Functionality

- Equip and Unequip Weapons and Armor



Demo



**Implement ChangeWeapon()
and ChangeArmor()**



Summary



Character Stats Functionality

- Explained Equip and Unequip Weapons and Armor



Overview



Item Pickup Functionality

- Storing and Using Items



Demo



Implement `StoreItem()`
and `UseItem()`



Summary



Item Pickup Functionality

- Explained Storing and Using Items

