Creating a Character Inventory System in Unity

BUILDING OUT AN INVENTORY SYSTEM

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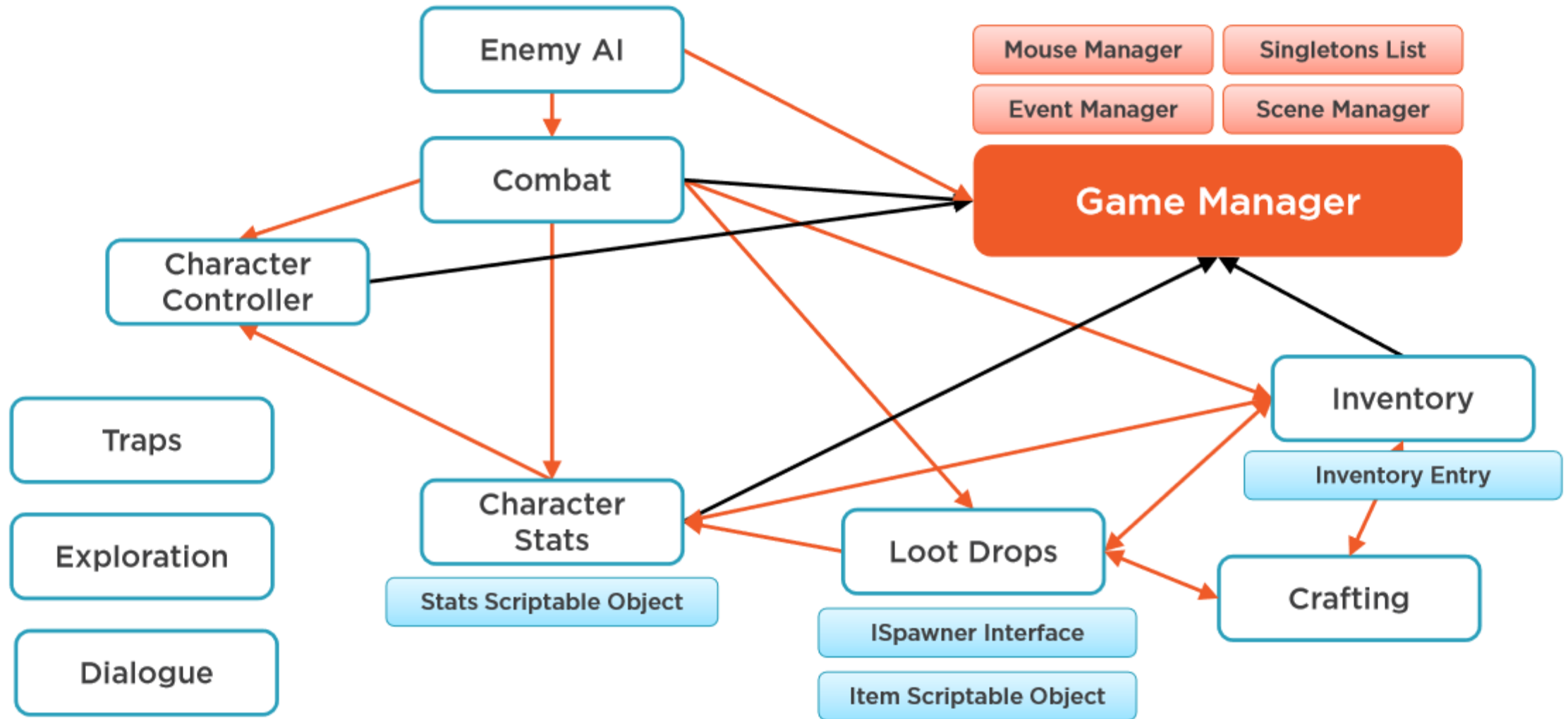@MissFacetious   www.evilisa.com

Overview

Pattern

- Singleton

Functionality

- Storing an Item

- Occupy Hot Bar Slot

- Multiple Items in Slot

- Use a Stored Item

- Encumbrance

- Equip or Unequip Weapon

- Display Screen and Respond to Selection

Component Connectivity

CharacterInventory.cs

```
StoreItem()

TryPickUp()

AddItemToInv()

AddItemToHotBar()

DisplayInventory()

FillInventoryDisplay()

TriggerItemUse()

Update()
```

Inventory Items

Store an Item

Pick up Item

See if in inventory, stackable

Occupy Hot Bar Slot

Multiple Items in Slot

User Interface hide/show

Show Sprites in User Interface

Event when you Select Item

Add key presses to the Update

Demo

Stub in Functions for Updating Character Stats

CharacterStats.cs

ChangeWeapon()

ChangeArmor()

Call when you want to change the sprite and stats of the weapon or armor

ItemPickUp.cs

StoreItem()

UseItem()

Use a Stored Item

Encumbrance

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