

COMPLETE INVENTORY & LOOTING SYSTEM

By Duelator Games

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OVERVIEW

For organizing and managing your player's belongings, including weapons, healing items, and whatever else you choose, the Complete Inventory and Looting system is incredible. The asset has a simple setup process, simple scripts, and lots of room for customization. Without sacrificing functionality, you can change the inventory and loot spawner however you like.

Any feedback, questions, comments, or suggestions are greatly valued. I hope you have success using this asset and with your projects.

- Duelator Games

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PACKAGE CONTENTS

1 x Character Model

1 x Loot Spawner Model

1 x Demo Scene

1 x Animation & Animation
Controller

13 x Materials

3 x Inventory Prefabs

1 x Loot Spawner Prefab

4 x Test Item Prefabs

- 1 x Loot Icon

- 1 x Inventory Icon

- 1 x Item Model

1 x Player Prefab

14 x Scripts

- 1 x Camera

- 9 x Inventory

- 4 x Looting System

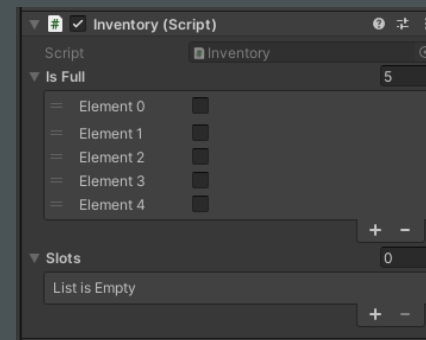
10 x Textures 2D

PACKAGE FEATURES

- Basic Inventory for storage of Items
- Random Loot Spawn and Collection System
- Loot Chest with 5 Item Spawners
- 5 + 1 (empty) Inventory Slots which can be expanded
- Changeable KeyBinds for Everything
- Expanded Inventory View for Removing or Rearranging Items
- Item equipment using 3D Models
- Free hand option for when no item is equipped
- Very easy feature to remove items
- Re-arrange Items in Inventory
- Proximity based Loot Spawner
- Customizable Loot Pool
- Customizable Spawn Chance
- Compatible with all Render Pipelines

SET UP YOUR OWN SCENE

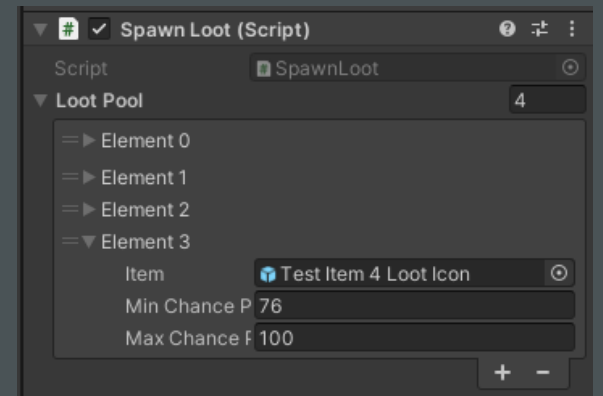
1. Add a canvas to your scene, set the scale mode to Scale With Screen Size, set the Reference Resolution to 1920 x 1080. [Important]
2. Drag all the 3 Inventory Prefabs under the canvas, and position them how you want. Make sure that the Expanded Inventory is on top of the hierarchy.
3. In the Inventory, in the Inventory UI Manager Script, assign the appropriate variables. The remove button and alert confirmation can be found under the Expanded Inventory.
4. Ensure that your player has a Collider + Rigidbody OR a Character Controller and a "Player" tag attached to it. [IMPORTANT]
5. Drag a Loot Spawner prefab anywhere in your scene.



Continued
below

SET UP YOUR OWN SCENE

1. Add the "Inventory" script to your player, and drag the 5 slots in the inventory from Canvas > Inventory > Background > Slots , to the "Slots" in the script. Make sure that the "IsFull" parameter is 5 or equal to the number of slots.
2. Go to the "Loot Spawner Script" object under the Loot Spawner and assign the Player Camera to the Player Cam parameter, and ensure the Camera can look around.
3. Go to Loot Spawner > Loot Spawner Mesh > Spawner Collider 1 > Spawner 1 and make your own Loot Pool using the Loot Icons, and repeat this for the other 4 Spawners.
4. Make a "Loot Spawner" Layer in your project, select all 5 "Spawner Colliders" and assign the Loot Spawner layer to them.
5. On the Loot Spawner Script, assign this layer to the "Hit Mask" field.



THANK YOU FOR YOUR PURCHASE
- DUELATOR GAMES

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