



Fantasy Inventory System

by Hippo Games

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1 ABOUT

Fantasy Inventory System is a very simple inventory implementation based on Unity UI system. It will be a brilliant solution for any RPG maker that will save you a lot of time! Besides it comes with beautiful UI sample.

2 FEATURES / FUNCTIONALITY

- Inventory & equipment view
- Shop view
- Automatic scrolling
- Sample sounds are included
- Easy to integrate as simple interfaces are used
- Easy to extend & customize
- Optimized performance
- Mobile friendly

3 TECHNICAL SPECIFICATIONS

- Language used: C#
- Platforms supported: iOS, Android, PC, TV, WebGL
- Unity 2020 and newer

4 SETUP & TEST GUIDE

- Simply run [Inventory](#) and [Shop](#) scenes from our package

5 HOW TO USE

- Select any item by clicking it
- Item info will be displayed, as well as possible actions (Equip/Remove or Buy/Sell)
- Press action buttons to move items between item containers

6 SCRIPT REFERENCE

Please visit our GitHub to learn more about Inventory System.

<https://github.com/hippogamesunity/HeroEditorHub/wiki/Inventory-system>

7 CONTACTS US

Please join our Discord server <https://discord.gg/4ht2AhW> and navigate to **#inventory-assets** channel.

8 DO YOU LIKE IT?

If so, please support us on [Unity Asset Store](#). You can rate ★★★★★ our asset and leave your feedback!