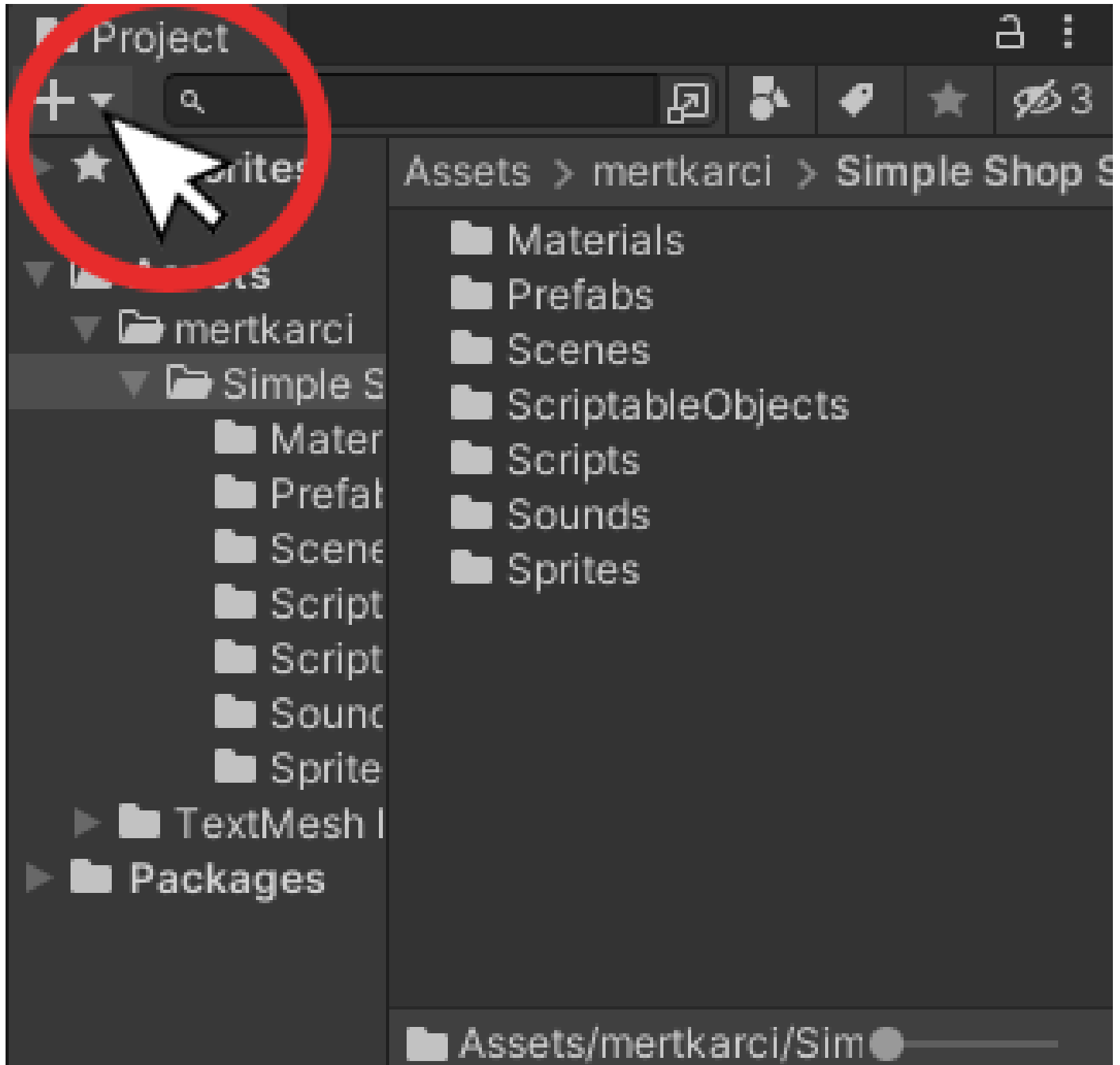


Simple Shop System – 3D

1- Creating Objects to Display in Shop



shopObjects

Folder

C# Script

2D >

Visual Scripting >

Shader >

Shader Variant Collection

Testing >

Playables >

Assembly Definition

Assembly Definition Reference

Text >

TextMeshPro >

Scene

Scene Template

Scene Template From Scene

Post-processing Profile

Scene Template Pipeline

Prefab

Prefab Variant

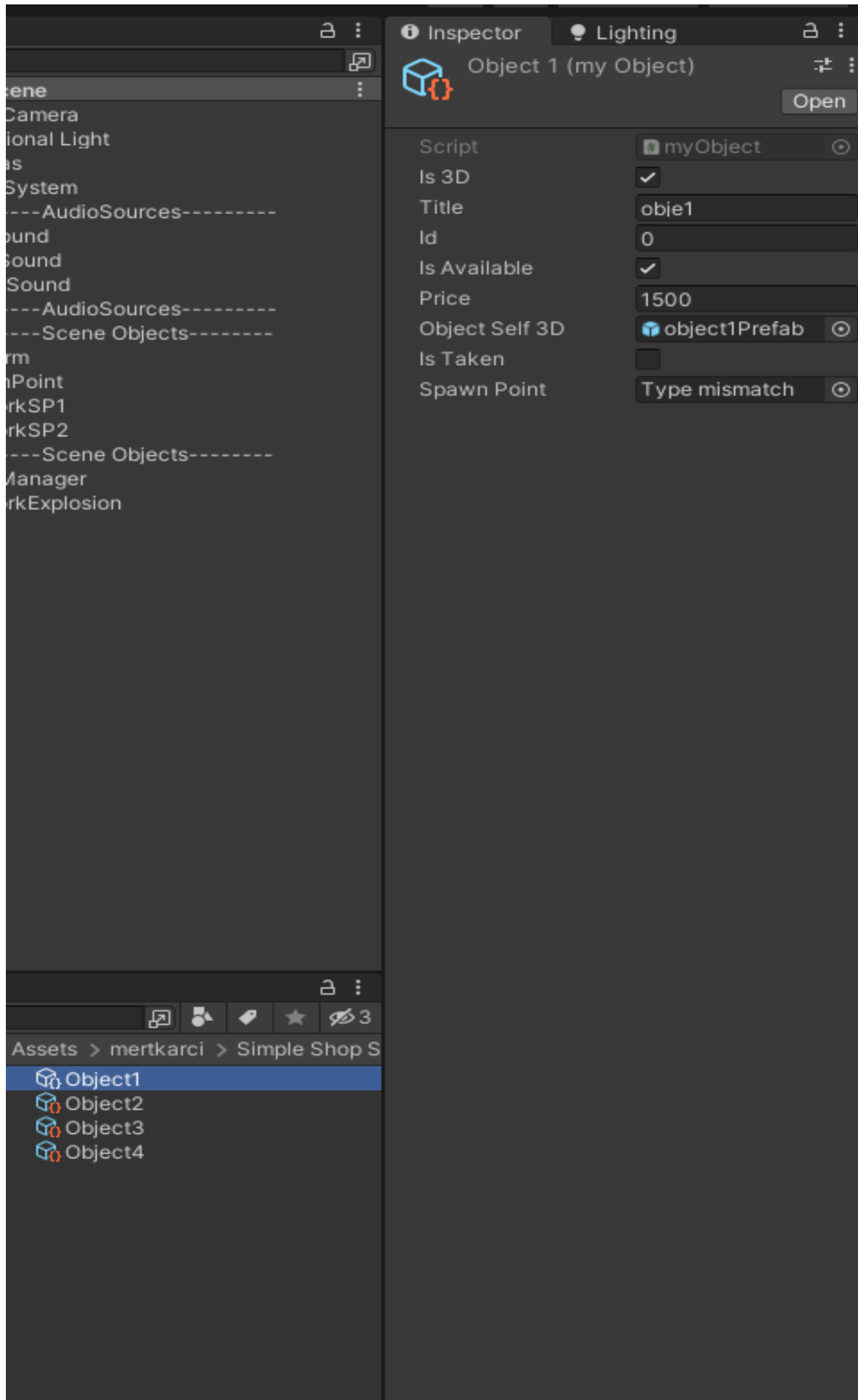
Audio Mixer

Material

Lens Flare

Render Texture

2- Customizing The Objects



2- Customizing The Objects

“Is 3D bool” Instantiates GameObject typed objects so If your object is 2D and in type of GameObject it will work fine.

“Title” doesn’t do anything but developer can use it for different works.

“ID” doesn’t do anything but developer can use it for different works.

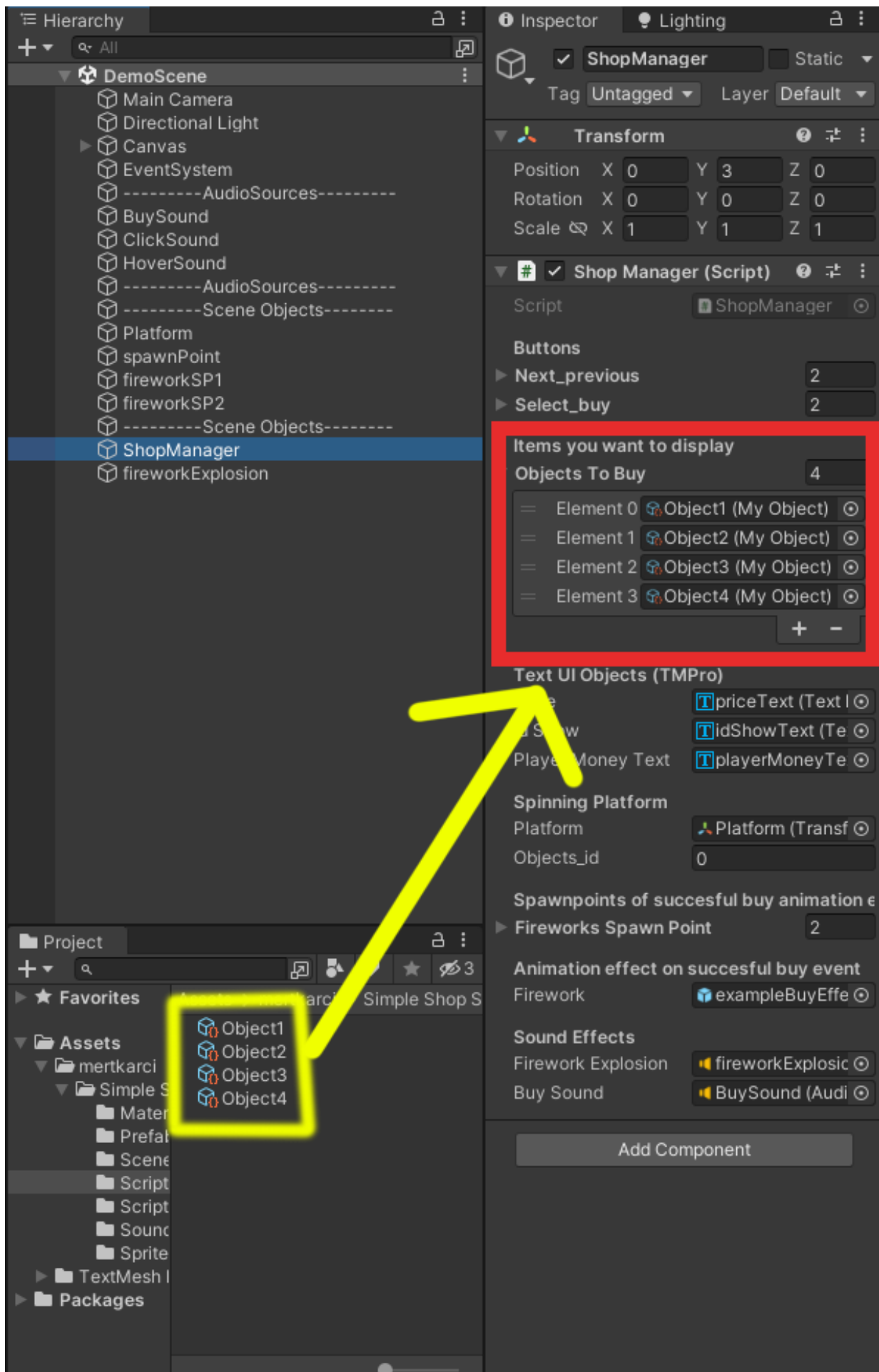
“Is Available bool” if the bool is ticked object can be selected.

“Object Self 3D” takes GameObject to Instantiate

“Is Taken” If the object is selected bool gets ticked. There is only one object can be taken. Function makes it automatically.

“Spawn Point” Where to spawn.

4- Adding Objects to Shop



4- Adding Objects to Shop

Drag and drop the created objects into the list.

All done!!

“Objects will be displayed in the order they are placed”

BONUS

I’ve placed “hoverButton”, “rotationScript” scripts into the package.

You can play audios and customize the hover sizes etc. by that script.

You can change the rotation direction and speed by the “rotationScript”.

Just drag and drop the scripts into the buttons.