Drop-Collect item from storage example by gametemplates.itch.io

This documentation explain how the example works

Each storage object do have 3 animations
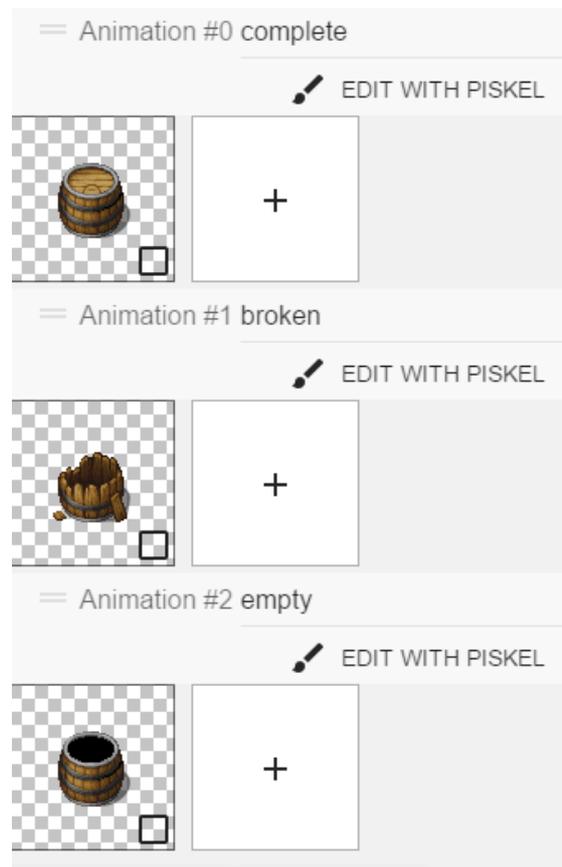
- **complete**: to display the object when it is not opened or broken
- **broken**: to display the object when it is broken
- **empty**: to display the object when it is open or empty

It is important to name the animations as shown, do not use different wording or capital letters

Each storage object do have 4 object variables

Name	Value
durability	100
drop	Gun
dropQuantity	1
locked	yes

- **durability**: to set how much damage the storage can take before we can break it 100 is two click
- **drop:** the name of the item the storage will drop, we can enter the name of the specific item or **Random** in case we want to drop a random item
- **dropQuantity**: it is to set how many items going to drop
- **locked**: it is to set if the storage is locked or not the value can be **yes** or **no**

When you create a new storage object or an instance of an object in the editor, you do need to add these values manually and you must do so. Make sure you don't use different wording and pay attention to capital and small letters when you set the name of the variable and the value.
To make your life easier you may want to copy existing objects included with the example when you want to create a new object.

Finally, all storage objects must be a member of the Storage group
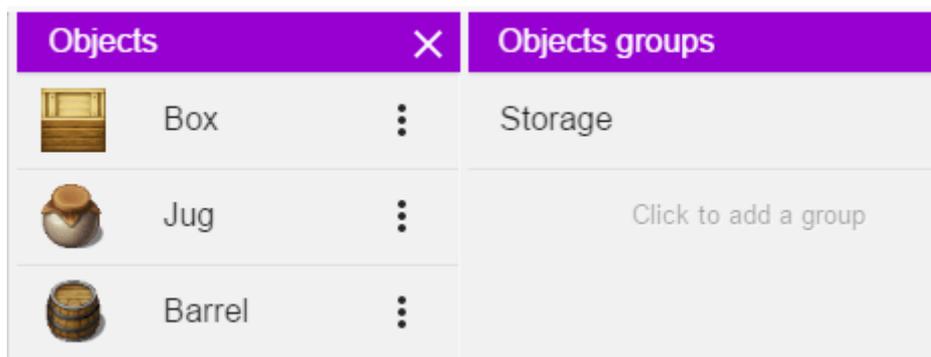

It is to allow you to create any kind of storage objects and simply add the object to the Storage group if you want to use it as a storage, but keep in mind all the above must be done for all storage objects, 3 animation, 4 variables with values in order to make it work.

All objects can drop from a storage is stored as an animation of the **DropItem**
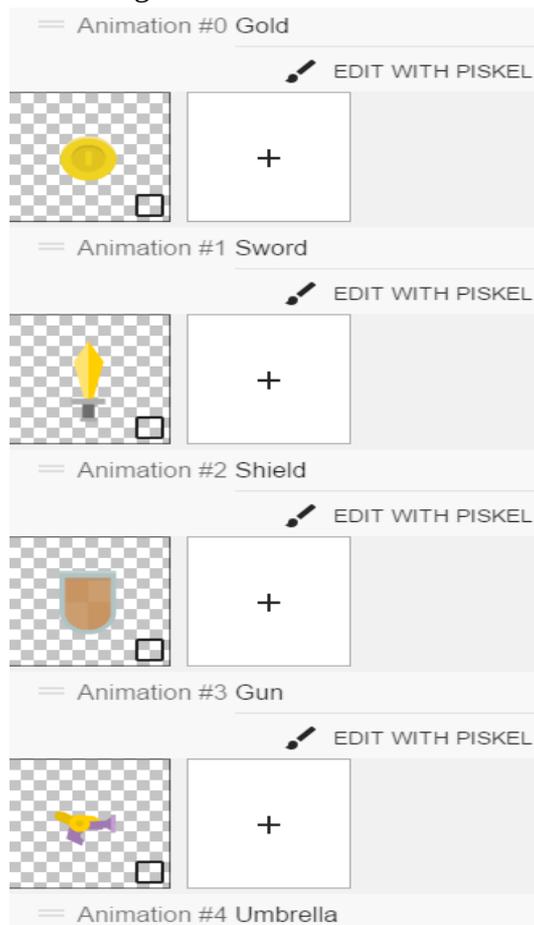
Pay attention to the name, each animation has a name and the name you enter here must be used in the drop value of the storage object to select what object to drop when opened

Animation of DropItem object:
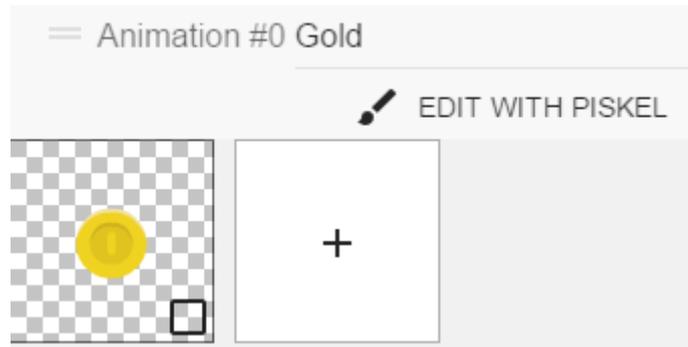
Variable of the storage object to select what to drop when opened:

To add your own item, simply add it as animation of the DropItem object and give it a name too then use the name at the drop value of a storage object.