# Interactables

Interactable is a base class for things the player can interact with. The object must have a trigger on it, to detect when the player’s close to it. When the player collides with the trigger and is facing the object, it is selected, and if they press the Interact button the selected object is interacted with.

Interactables have abstract methods for highlighting them while selected, and for interacting with them. They also have a description which is shown while highlighted.

**To set up Interactables in a scene**

1. Make sure the player has an InteractionUser component on them
2. Put an Action Popup (Assets\UI\Prefabs\Action Popup.prefab) on a canvas in the scene
3. Set the InteractionUser’s ActionPopup and ActionText to the Action Popup and its text

## Treasure Chests

TreasureChest is an Interactable for treasure chests. It has a Contents list which contains all the items in the treasure chest.

TreasureChest requires a PersistentTrigger component to keep track of whether it’s been opened. This must be given a unique name within the scene.

**To add a Treasure Chest to a scene**

1. Check if there’s a Dialogue Panel in the canvas. If not, add one (Assets\UI\Prefabs\Dialogue Panel)
2. Add the Chest prefab to the scene (Assets\Environment\Resources\Prefabs\Chest)
3. On the chest’s Interaction object, give the TreasureChest component a reference to the Dialogue Panel
4. Add any items in the chest to the Contents list
5. Give the chest a unique name in the PersistentTrigger component (such as chest\_1, chest\_2, etc)