Tạo Inventory trong Unity

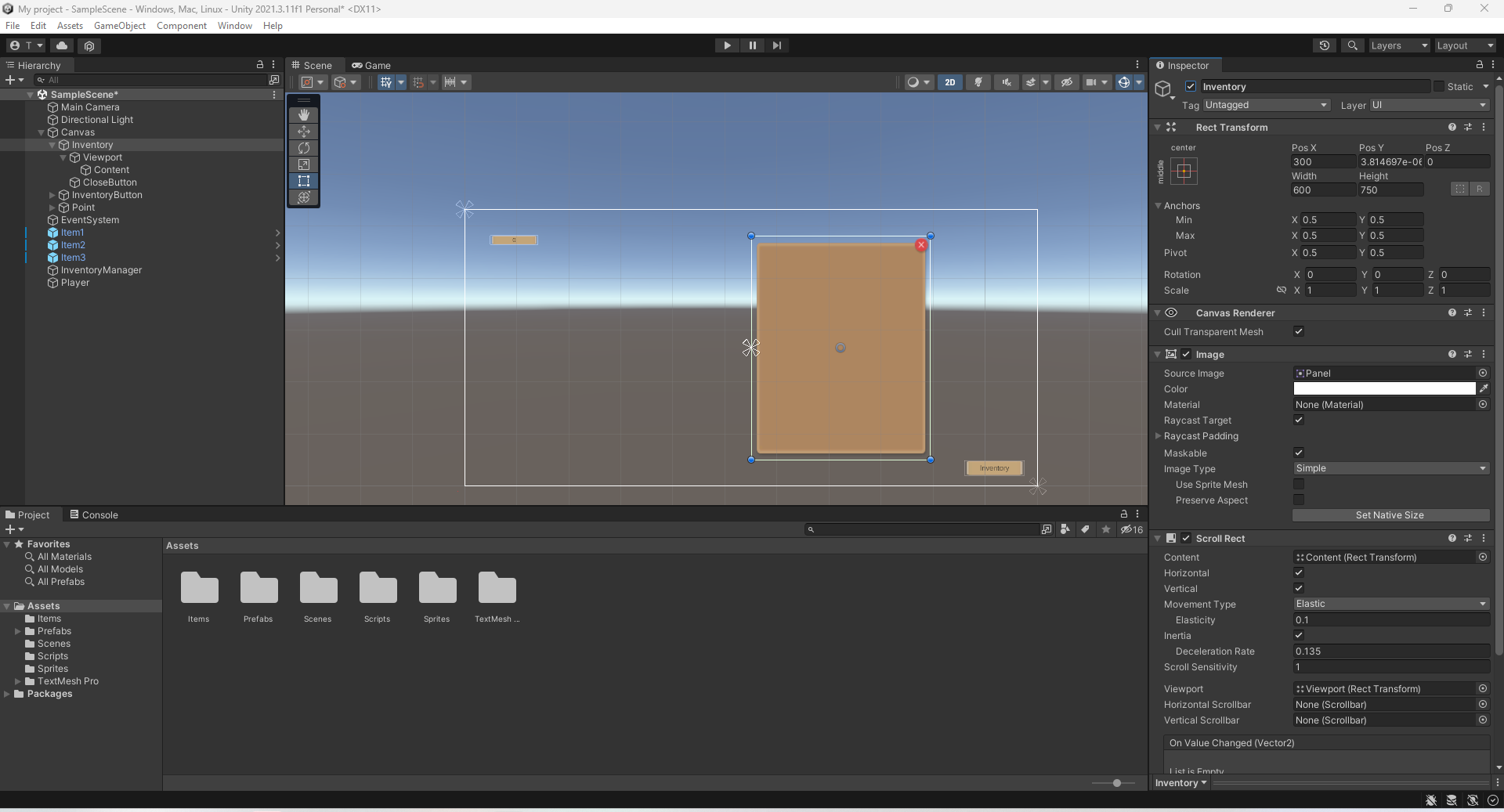
# Mô tả:

* Vesion Unity sử dụng: Unity 2021.3.11f1
* Link git demo: <https://github.com/thetruongvu/demo_inventory_unity.git>
* Link video hướng dẫn: [Unity Inventory System - Easy Tutorial (2022) - YouTube](https://www.youtube.com/watch?v=AoD_F1fSFFg)

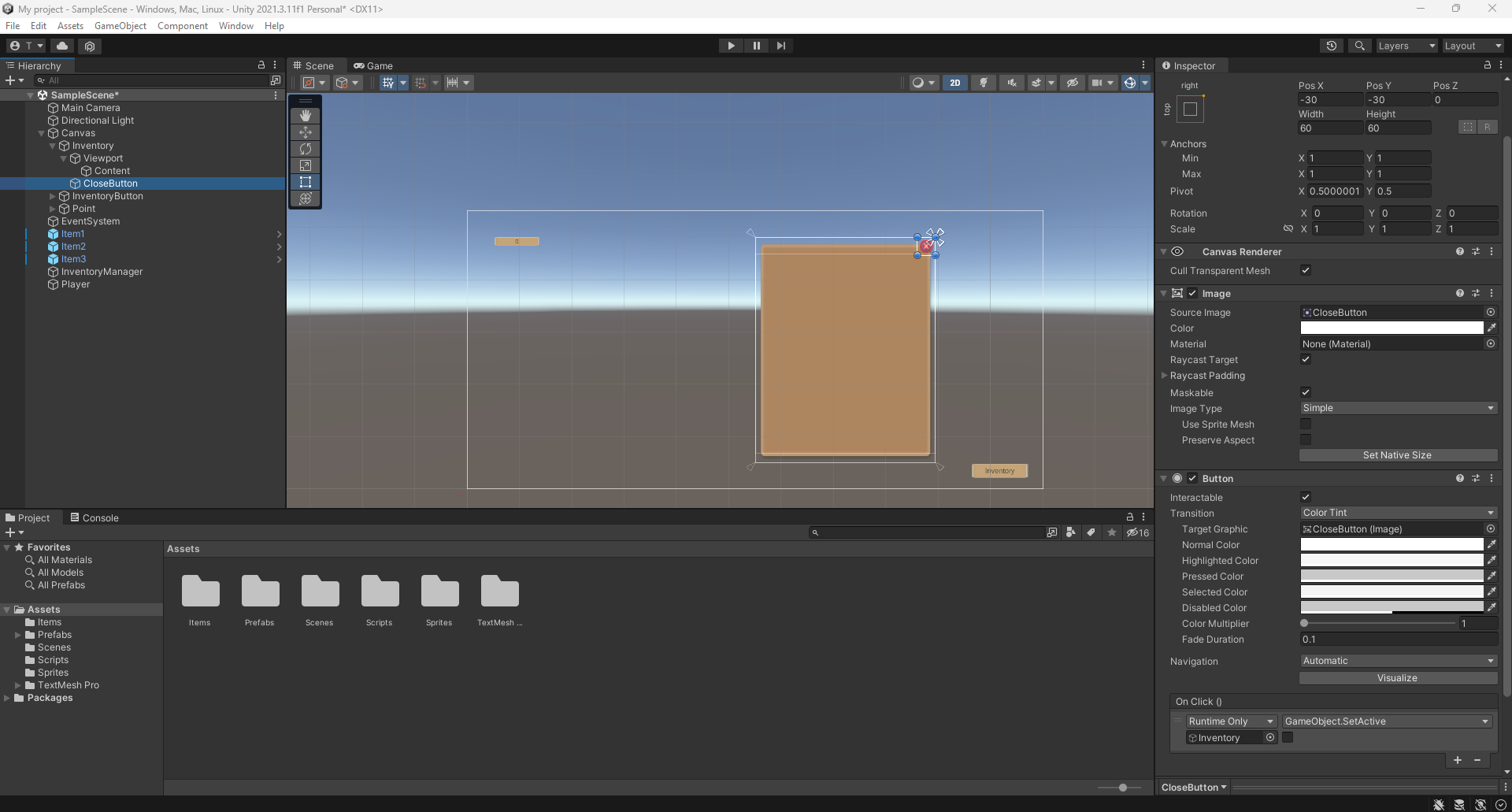
# Step 1: Tạo bảng Inventory.

## Step 1.1: Tạo bảng.

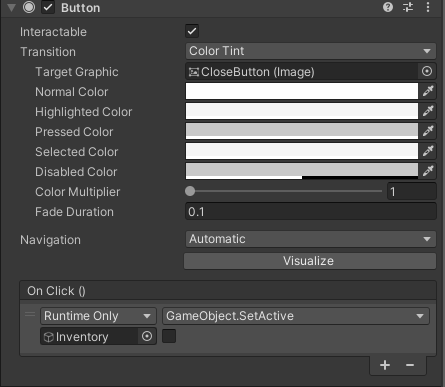
* Dùng scrollView tạo để tạo bảng Inventory.



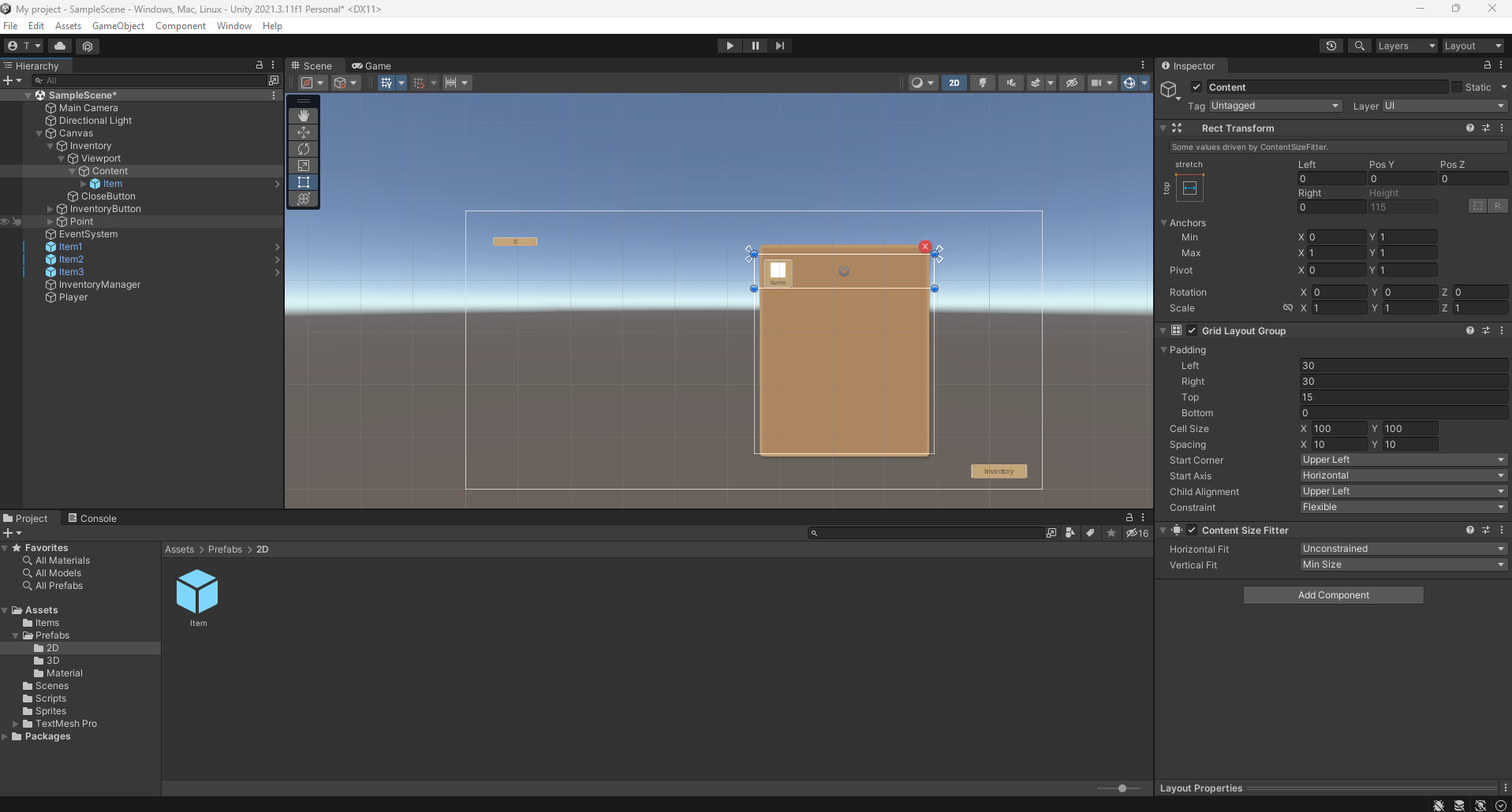
## Step 1.2: Tạo Close Button Inventory.



* Set logic đóng Inventory.

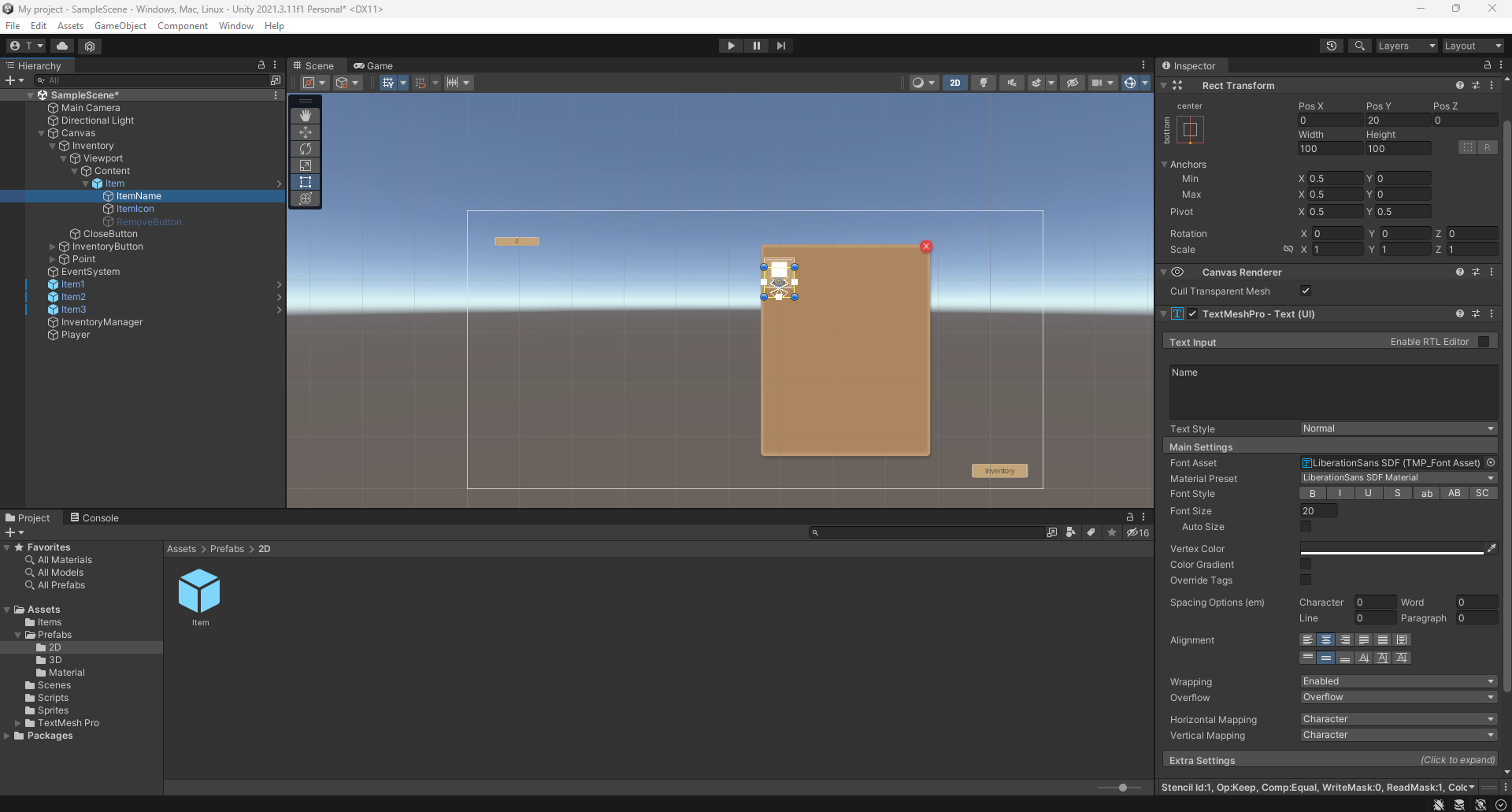


## Step 1.3: Tạo content với Grid Layout chứa các item.

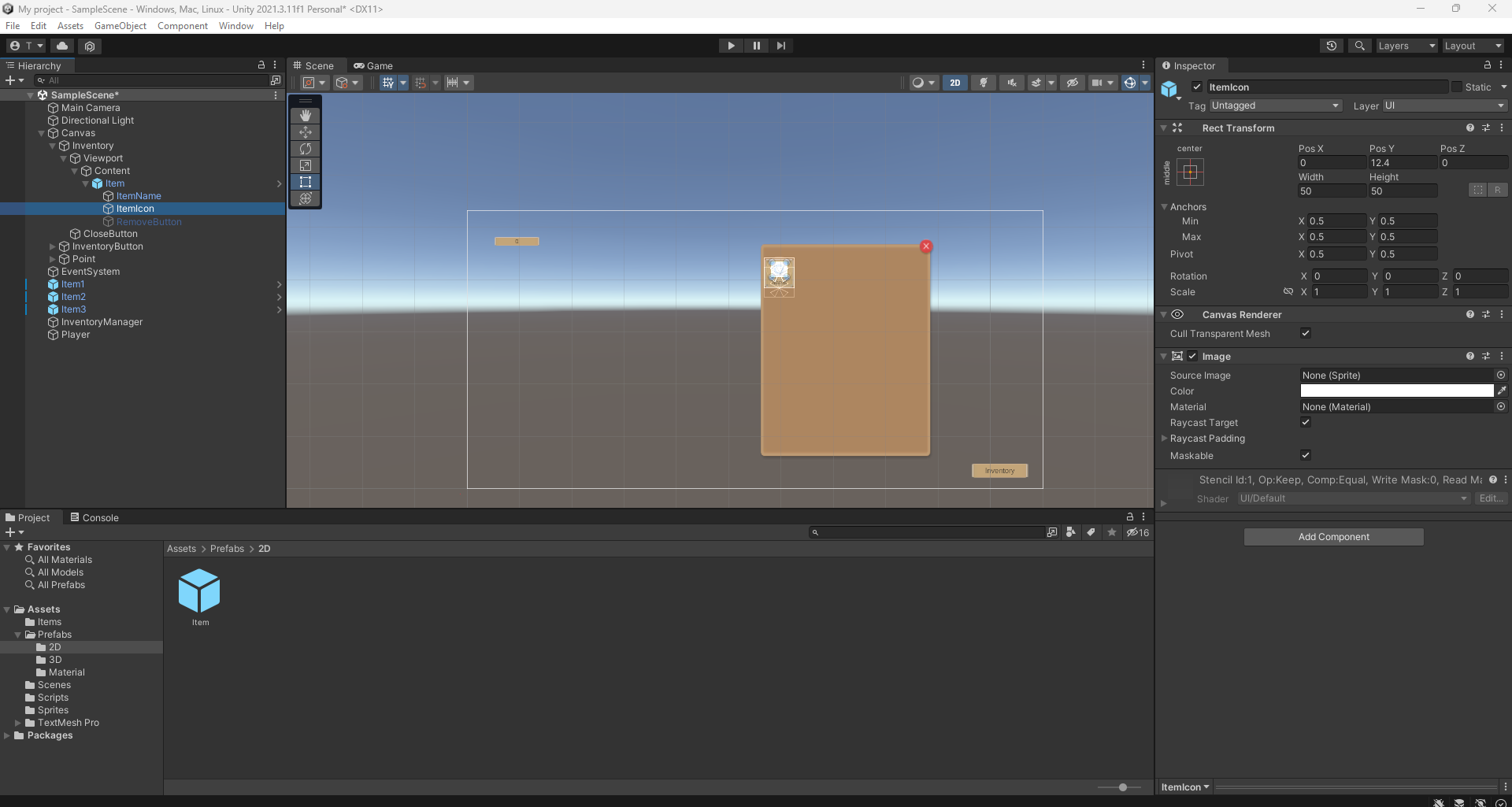


## Step 1.4: Tạo Item.

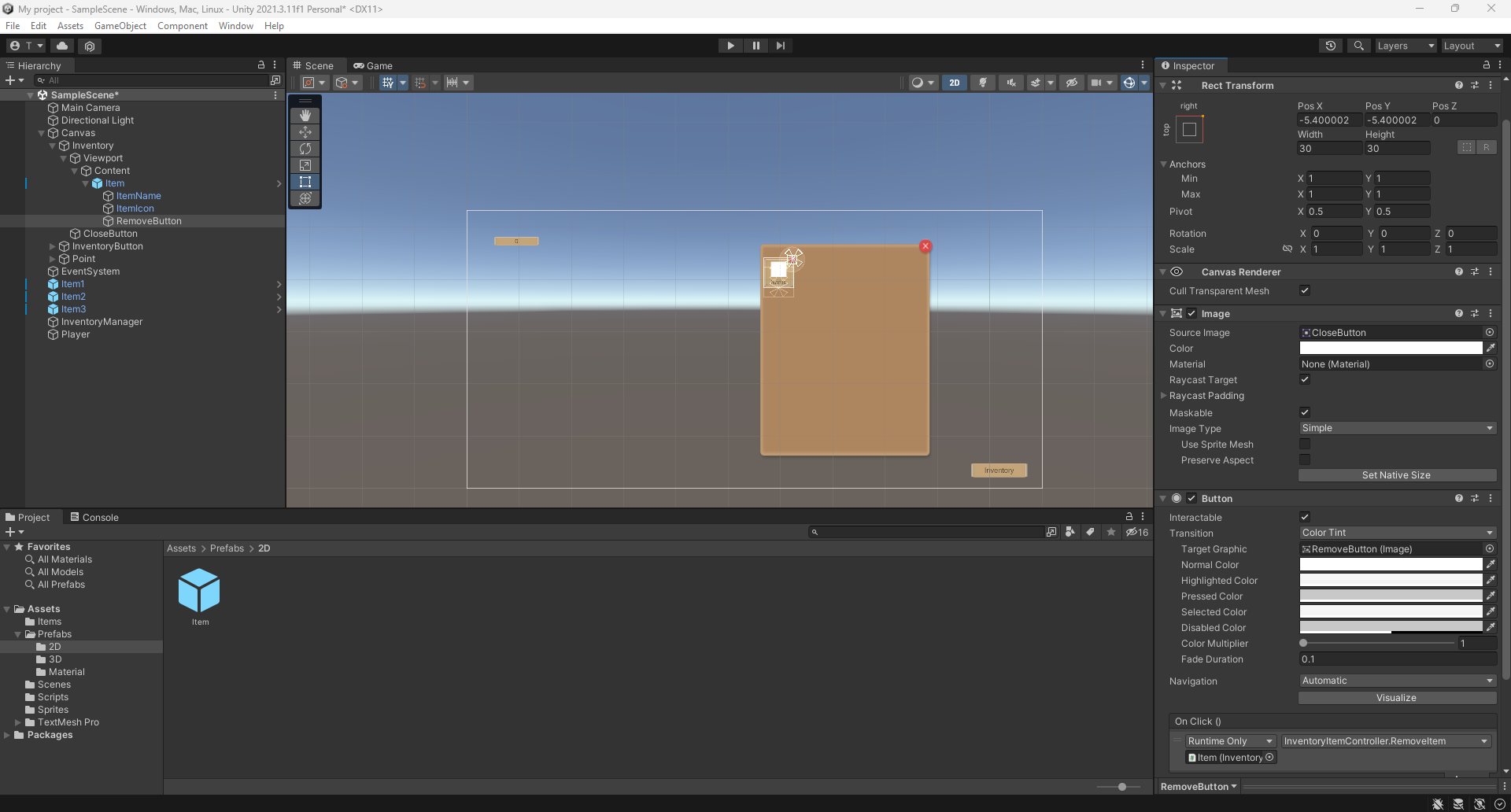
### Step 1.4.1: Tạo Item Name.



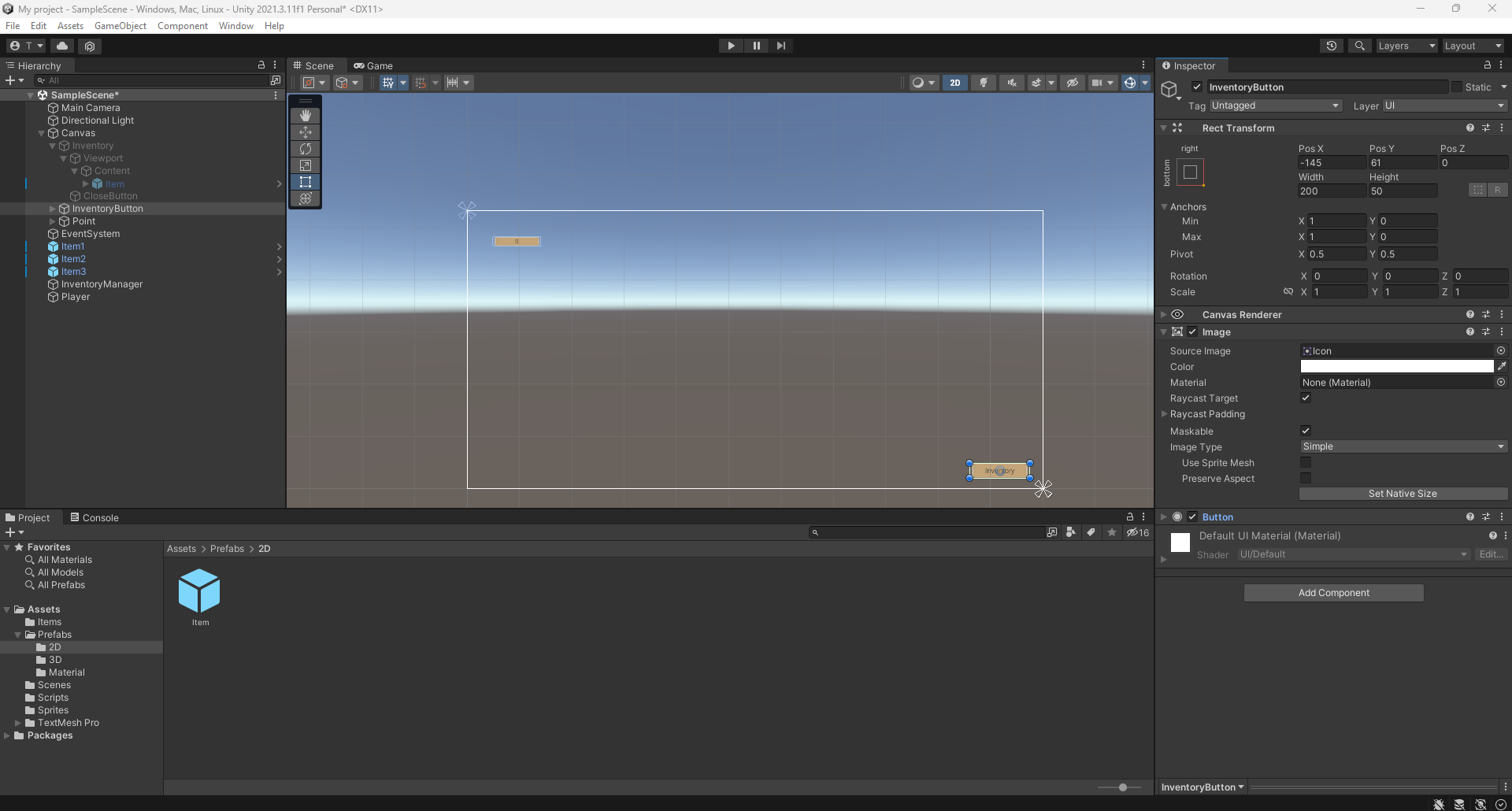
### Step 1.4.2: tạo Item Icon.

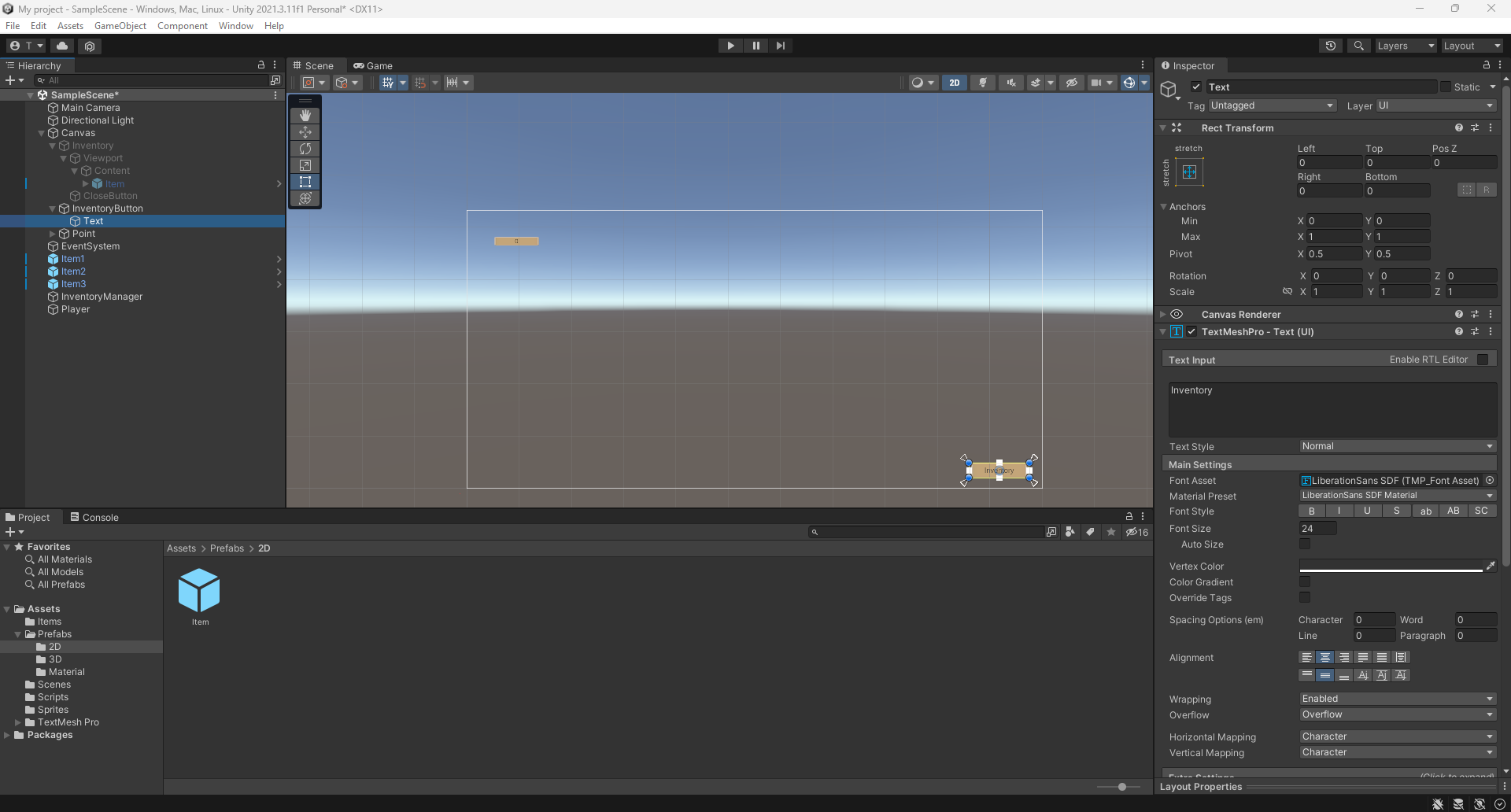


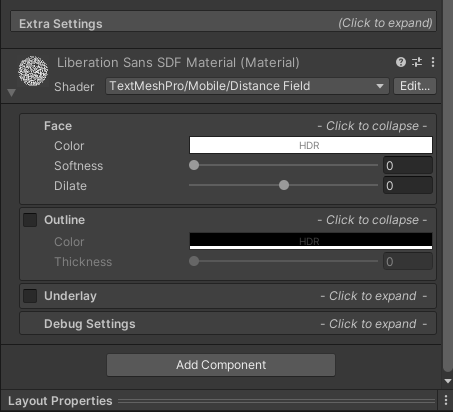
### Step 1.4.3: Tạo Remove Button.



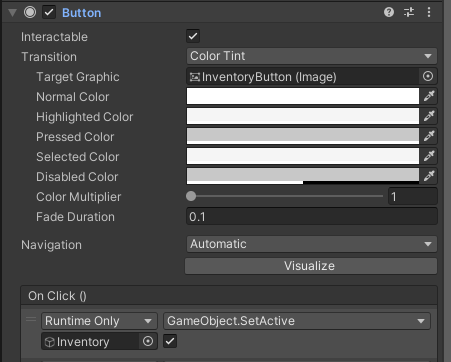
# Step 2: Tạo Inventory Button.



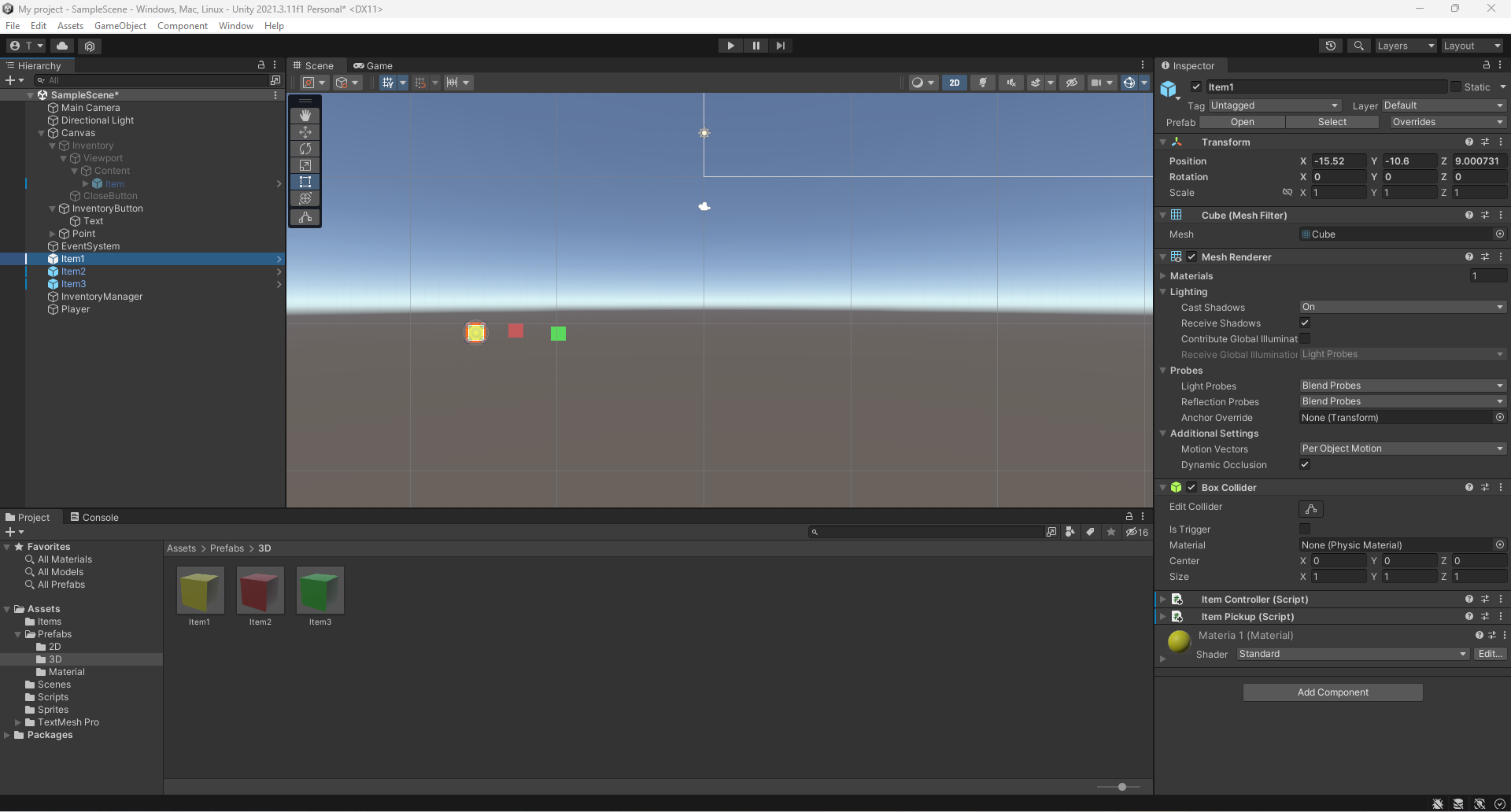




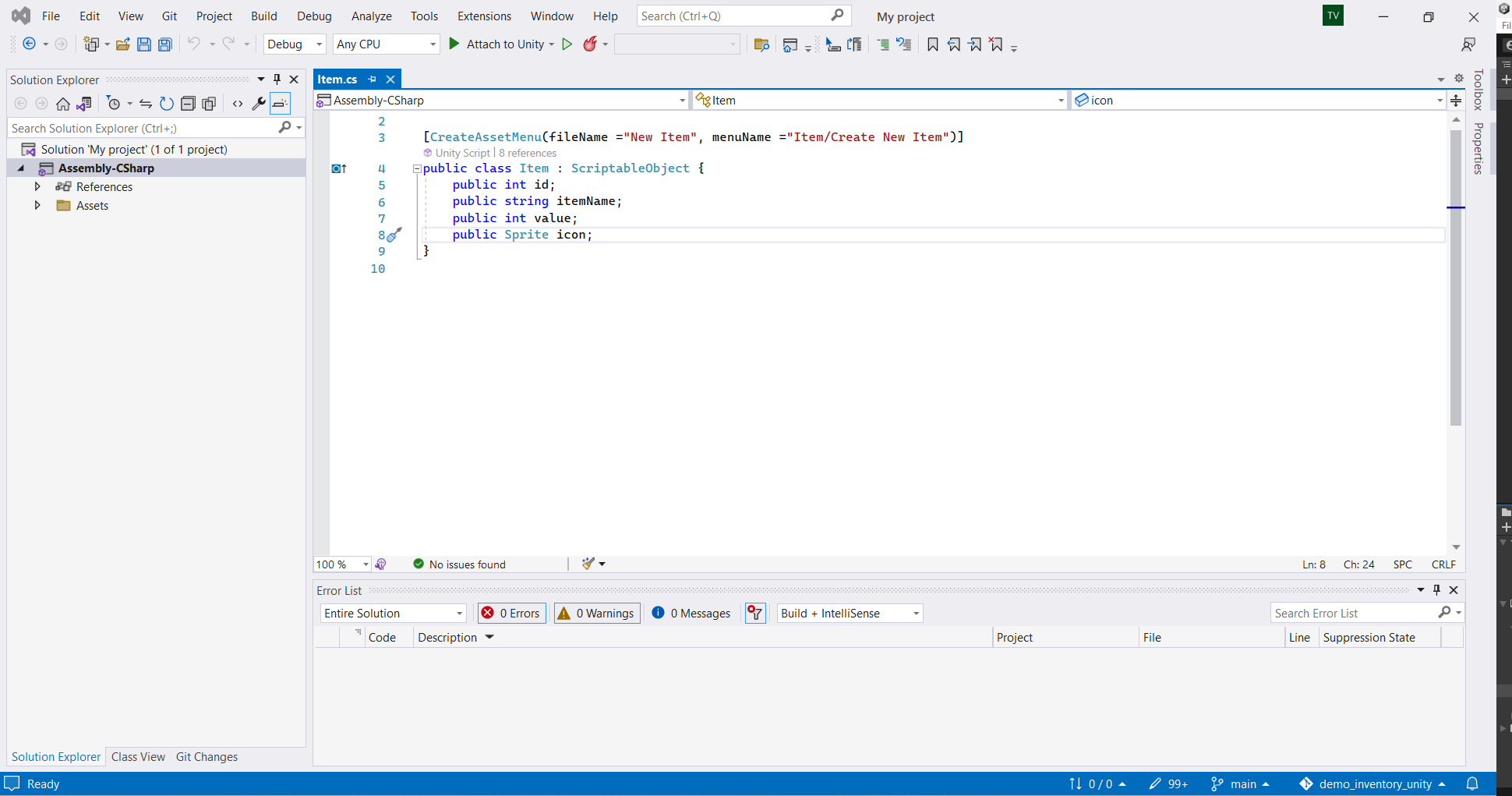
* Set logic mở inventory:

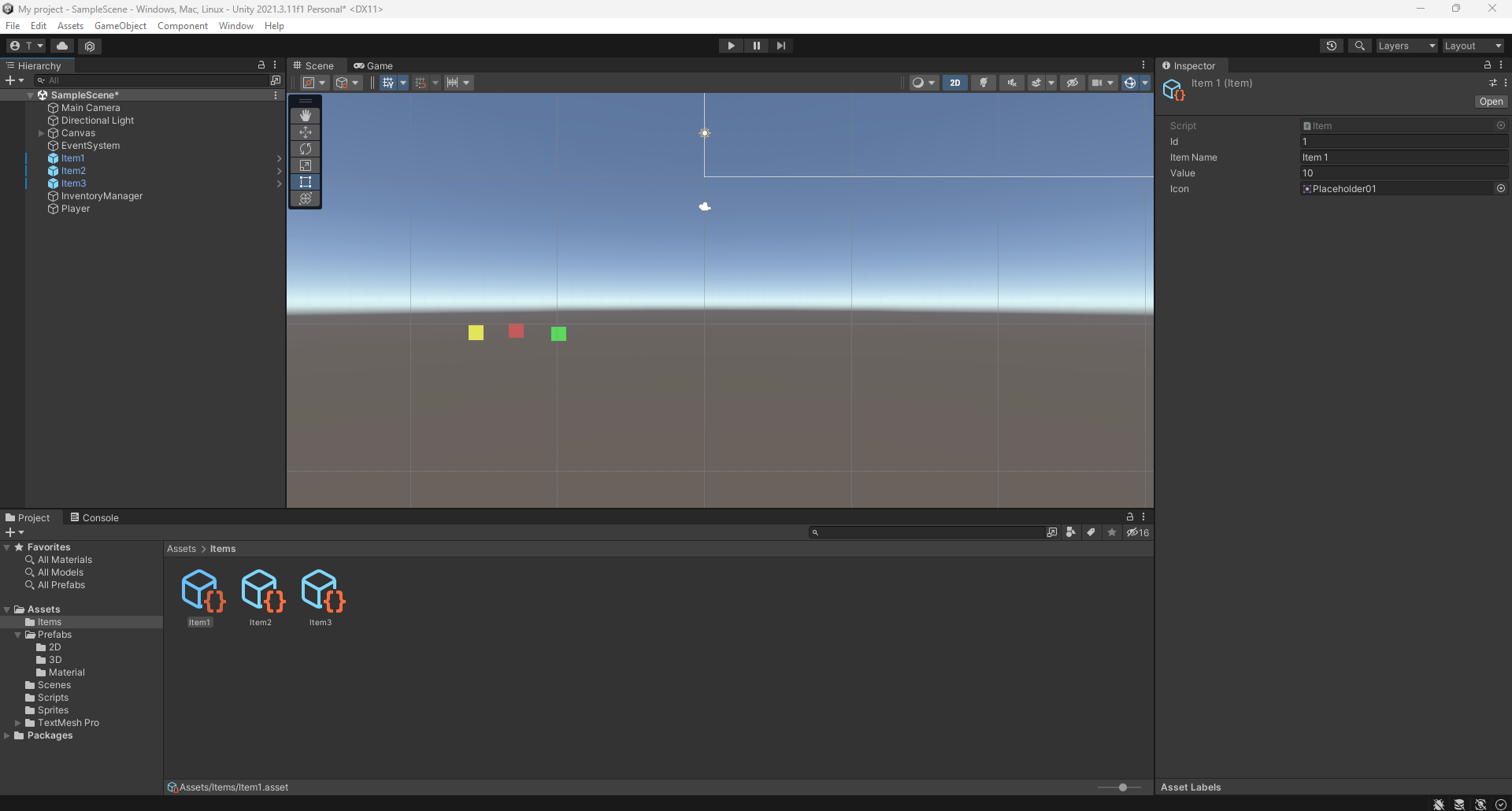


# Step 3: Tạo vật thể Item.

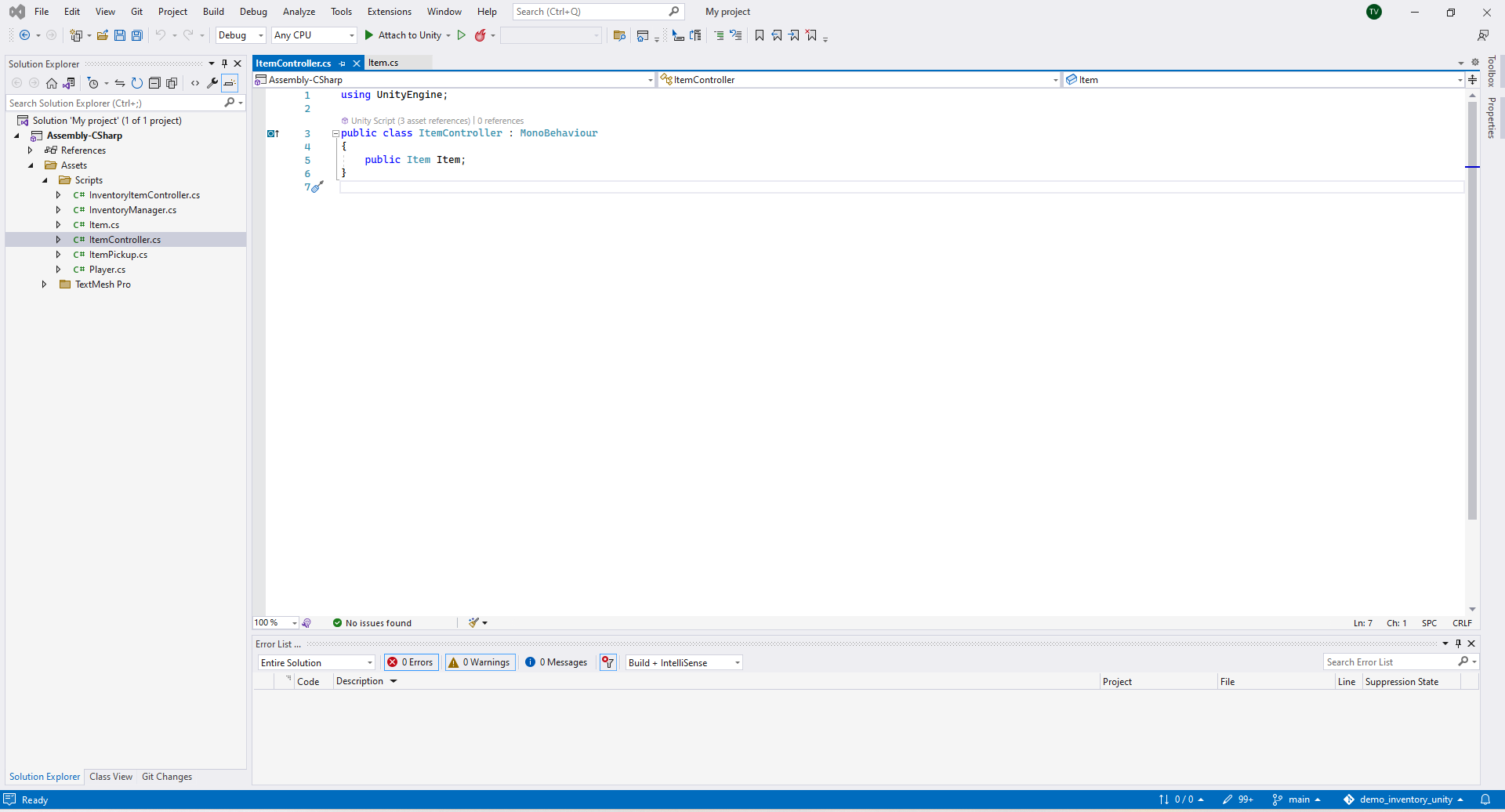


# Step 4: Tạo các Item.

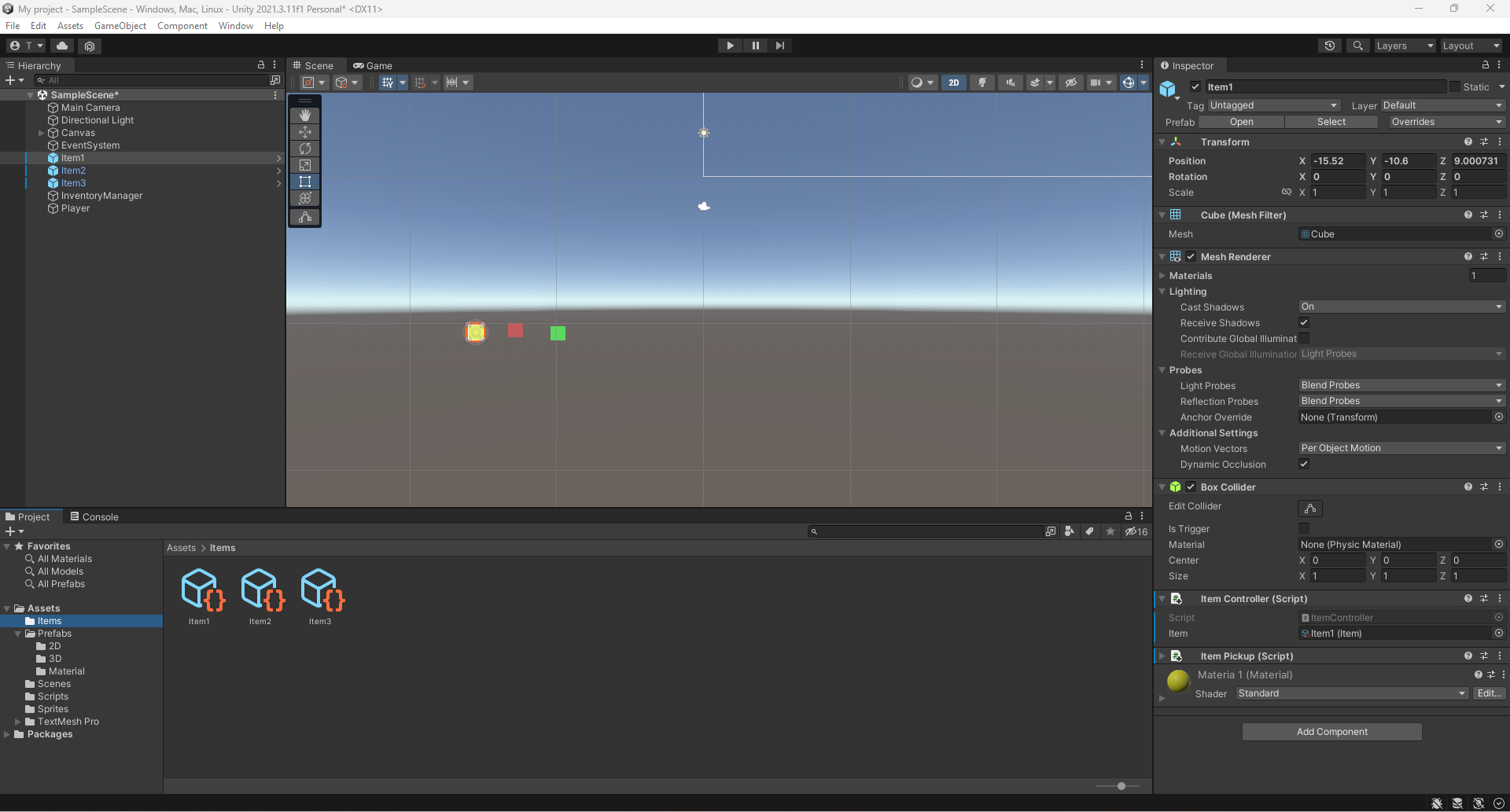




# Step 5: Tạo ItemController.

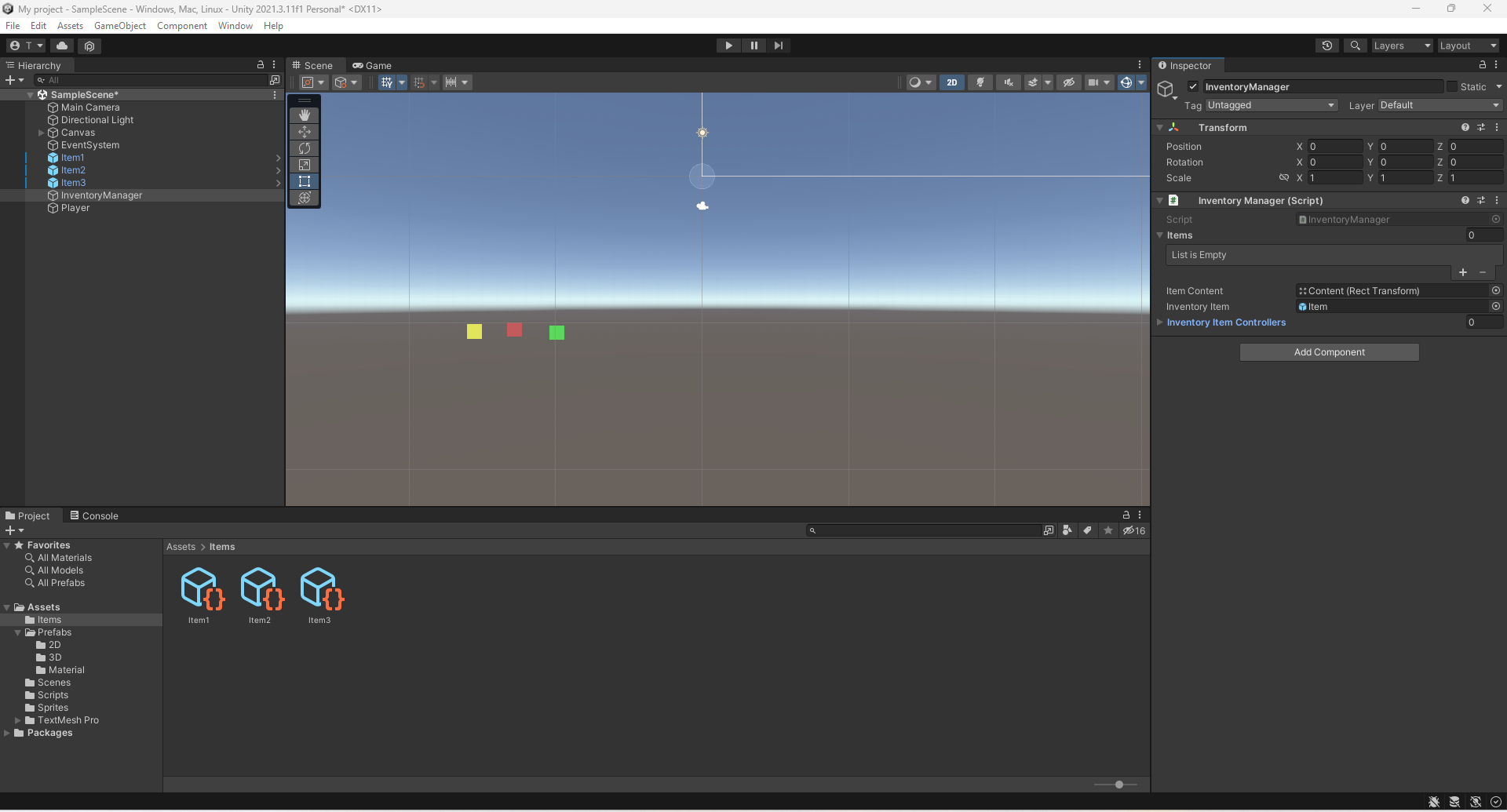


* Thêm vào các vật thể item đã tạo.

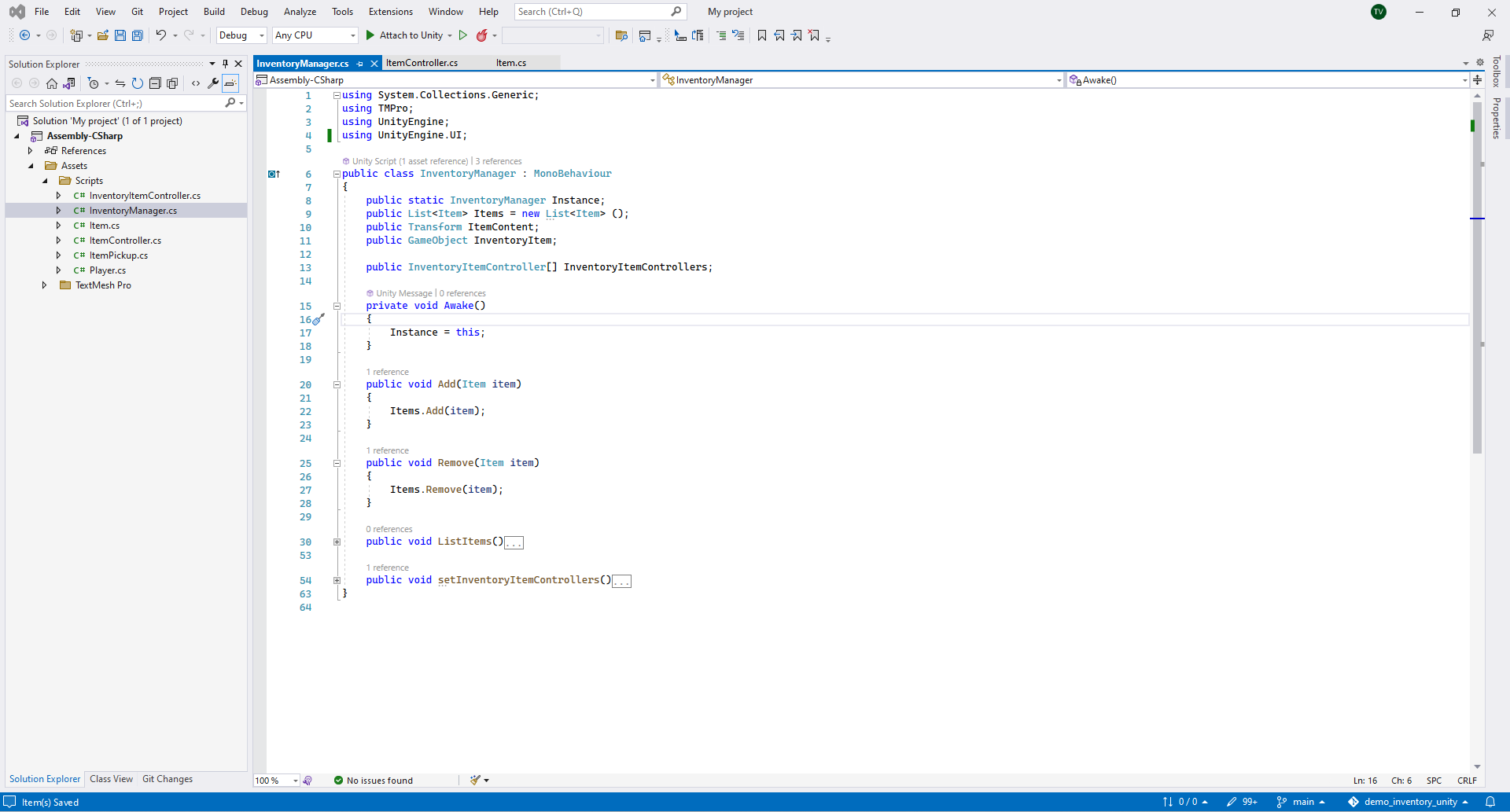


# Step 6: Tạo Inventory Manager.

* Tạo Game Object InventoryManager.

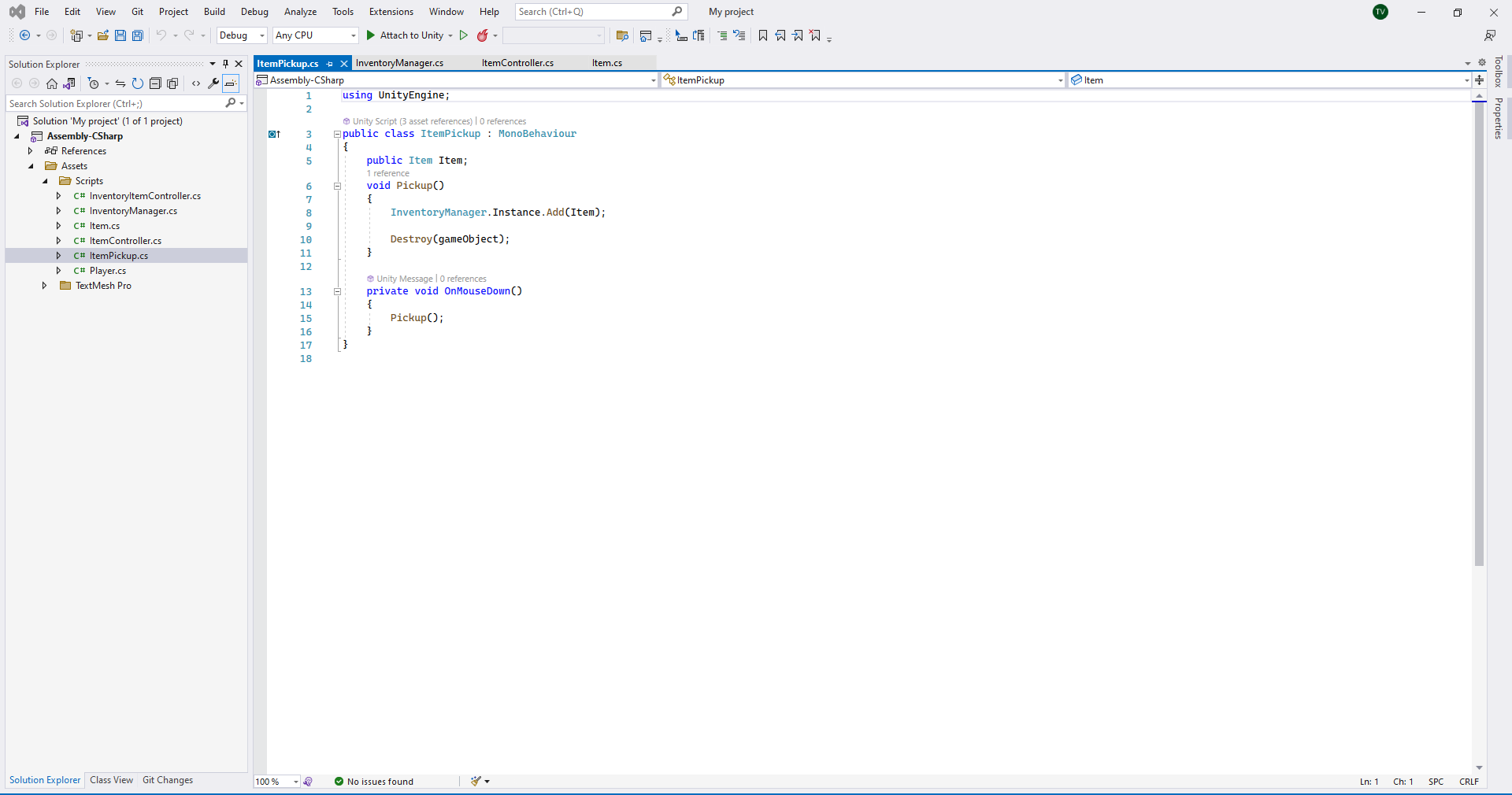


* Tạo class InventoryManager chứa logic cho game object Inventory Manager.

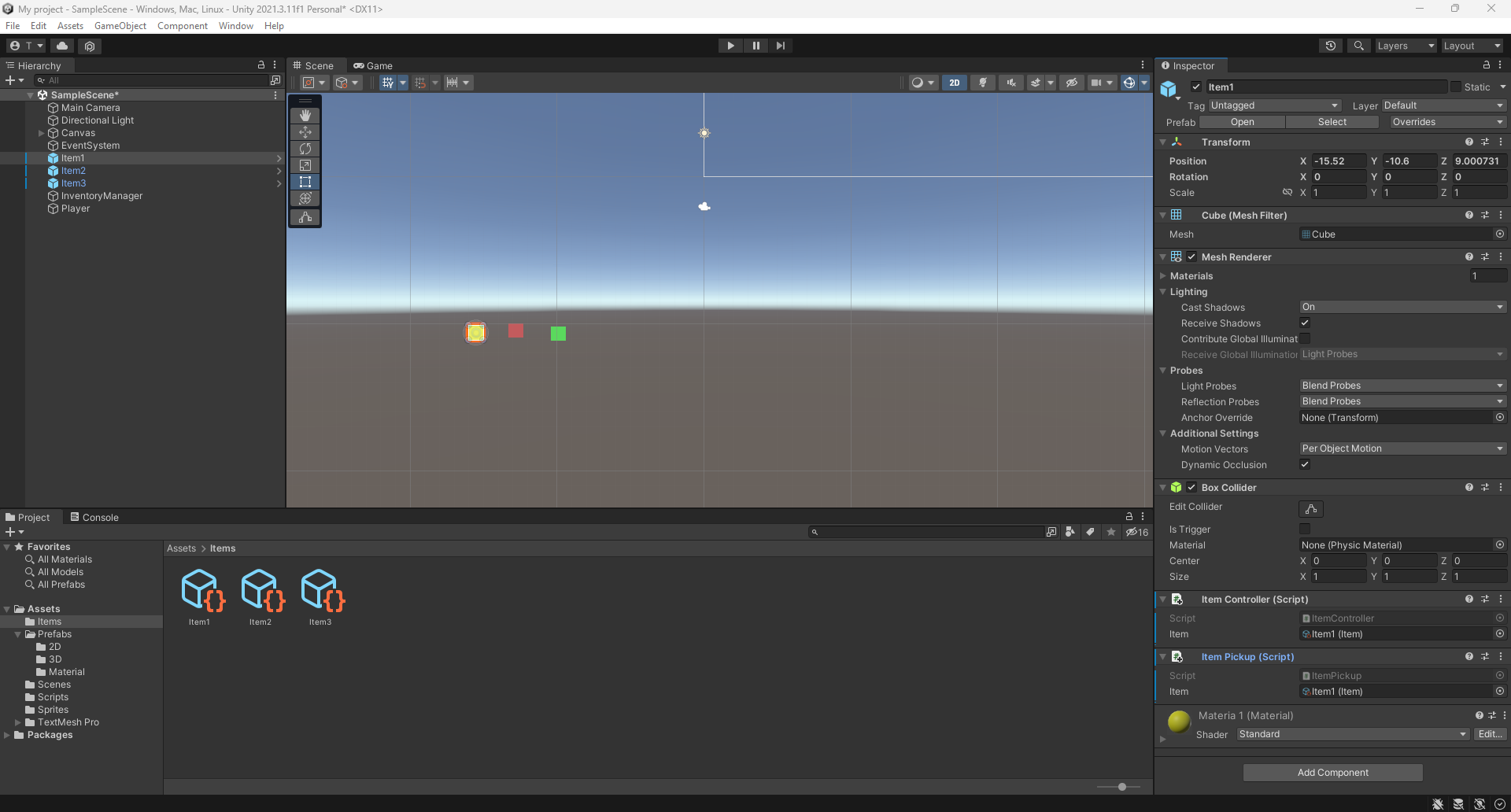


# Step 7: Gán sự kiện khi click vào vật thể item.

* Tạo class ItemPickup chứa logic khi click vào vật thể.

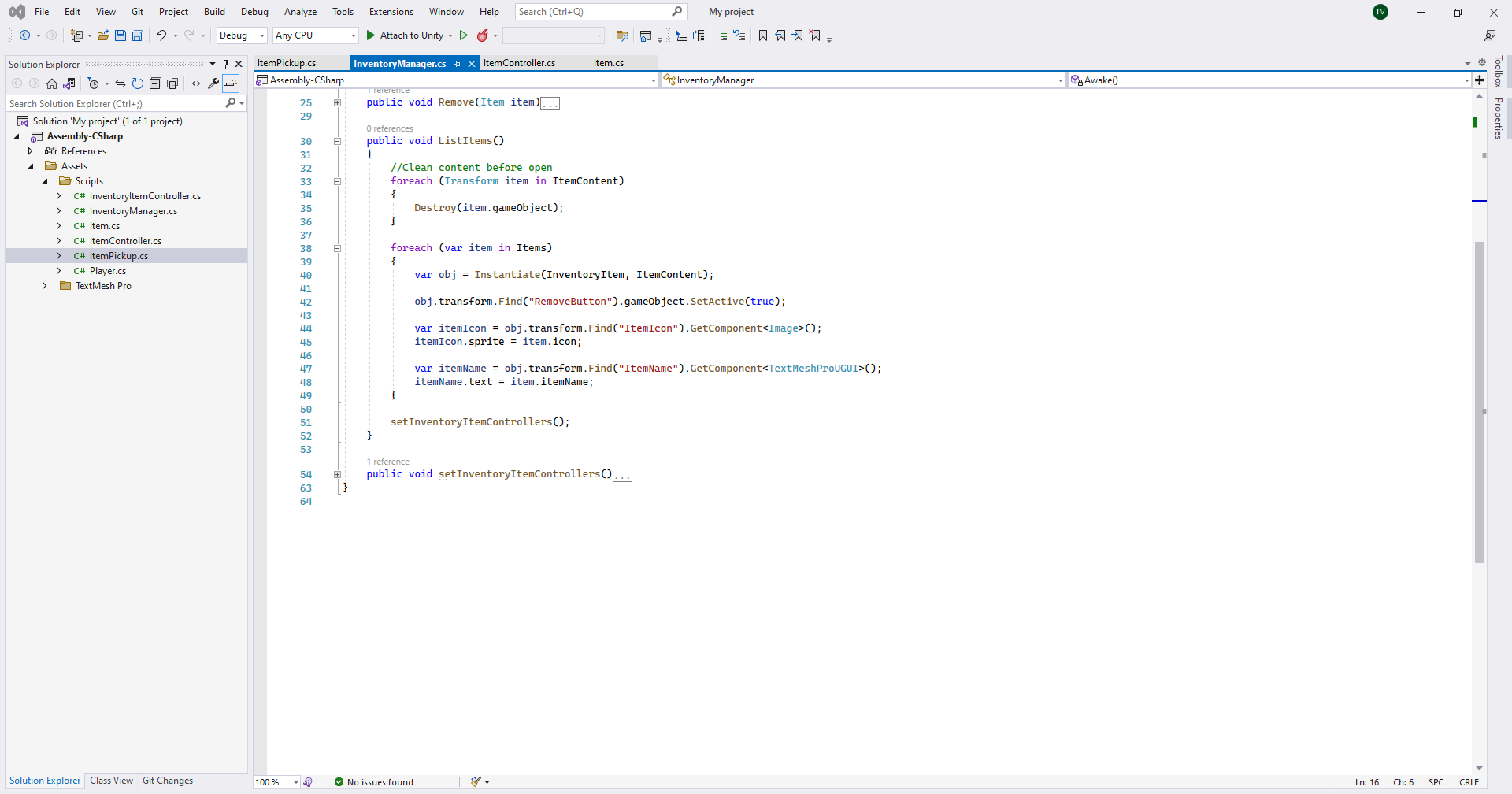


* Gán logic sự kiện click cho vật thể:

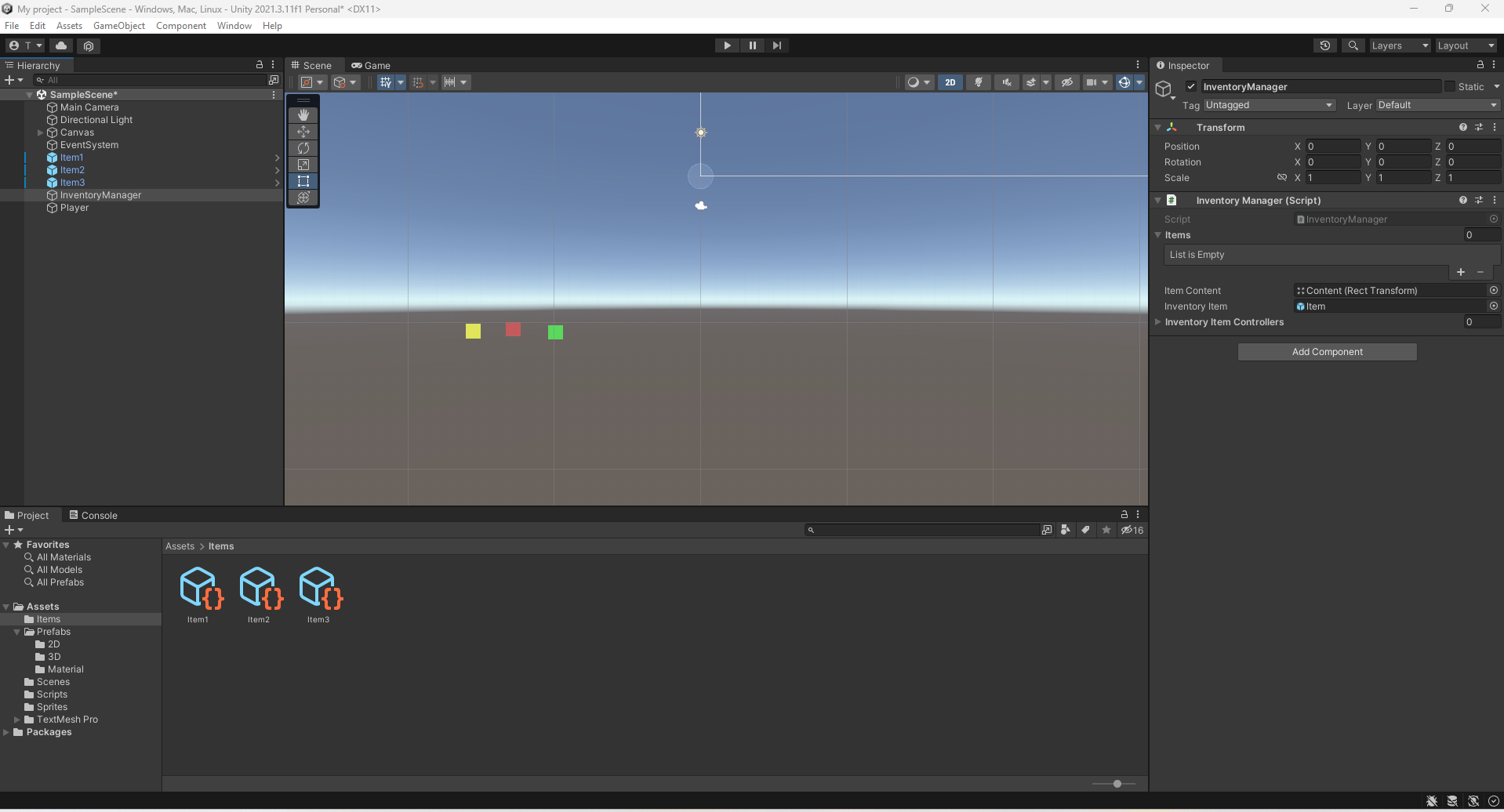


# Step 7: Show Item trong inventory.

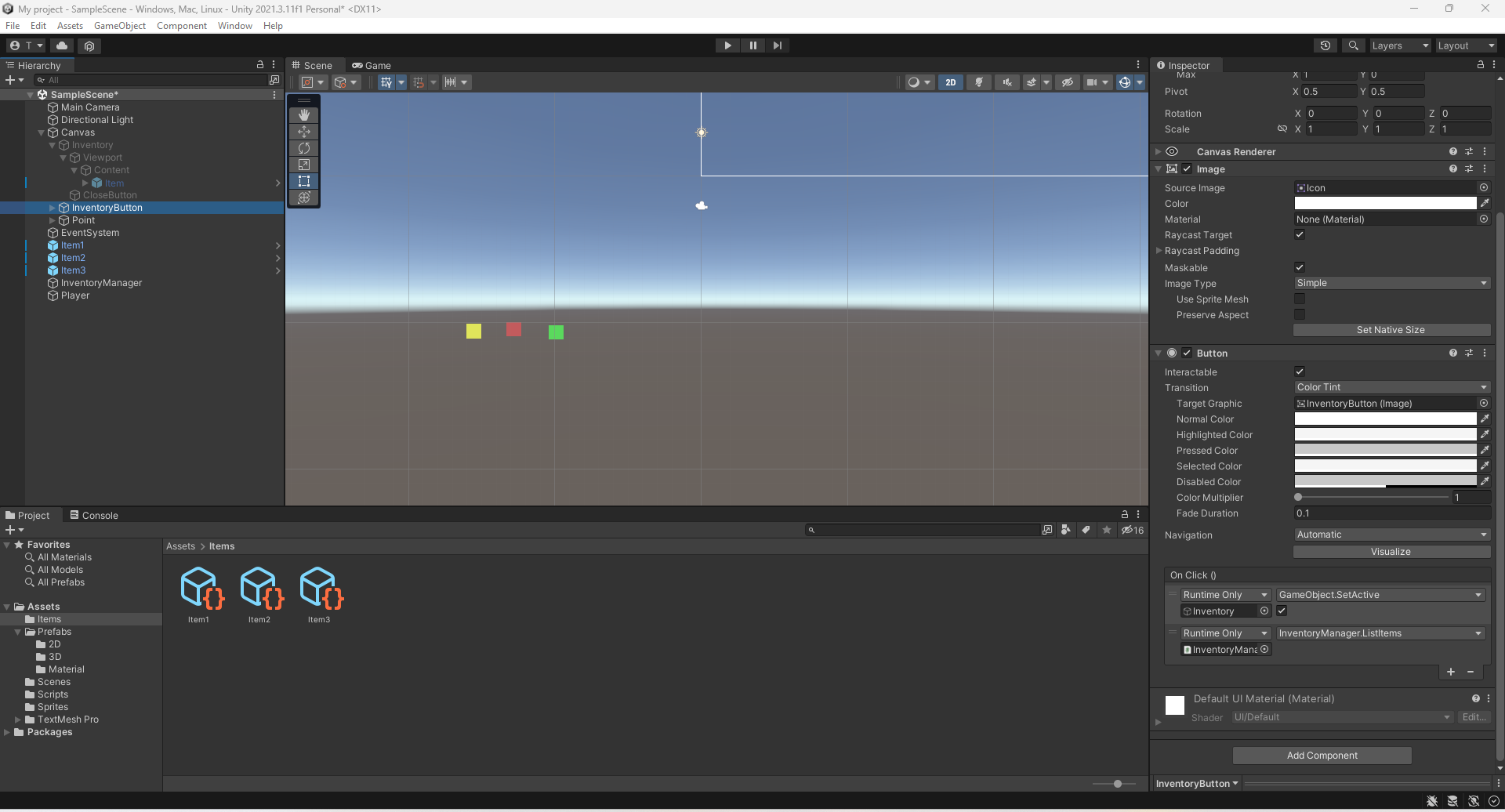
* Thêm hàm listItem() trong class InventoryManager.



* Gán các thuộc tính trong game object Inventory Manager.

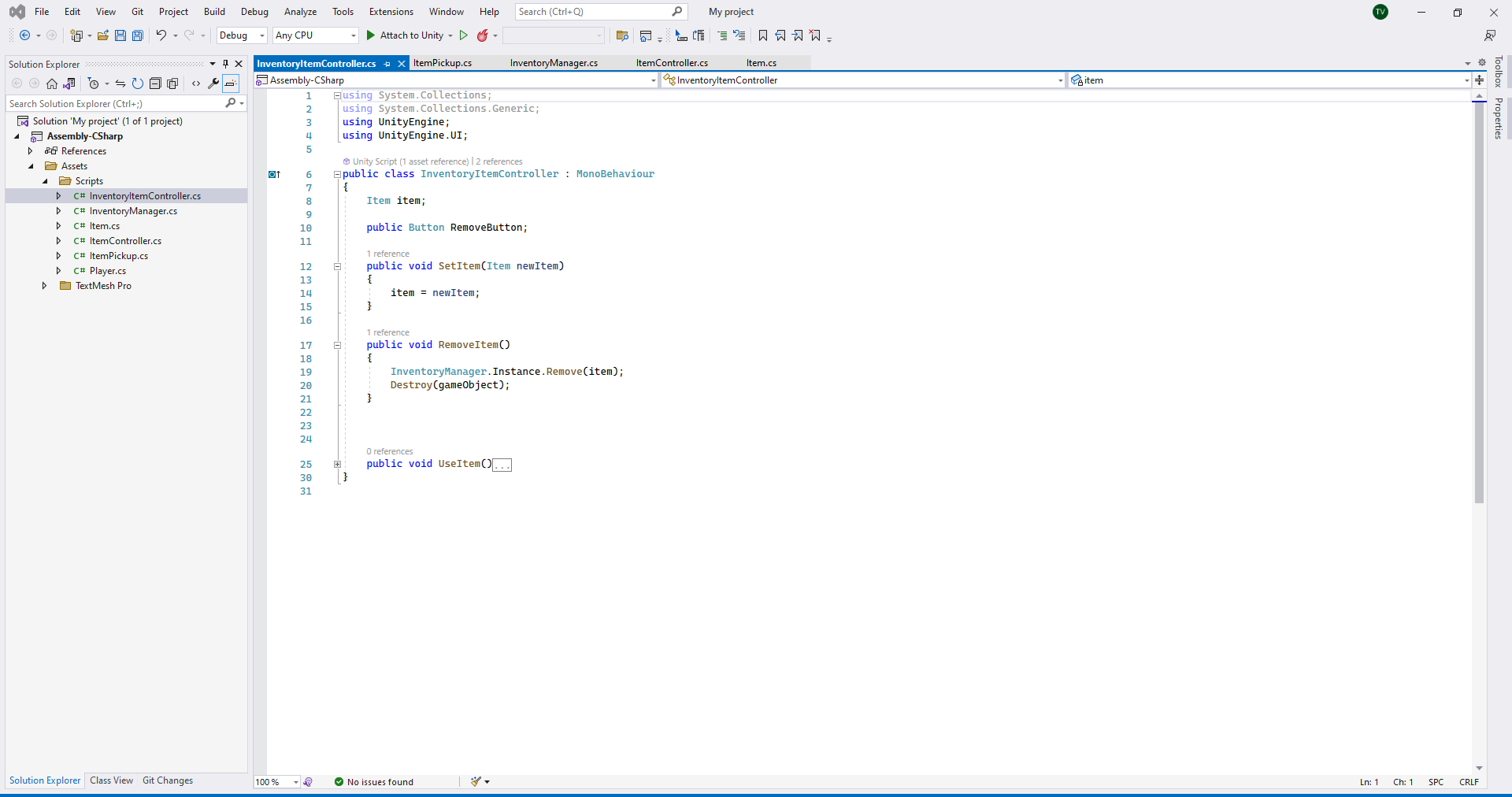


* Gán sự kiện hiển thị item lên inventory cho button inventory.

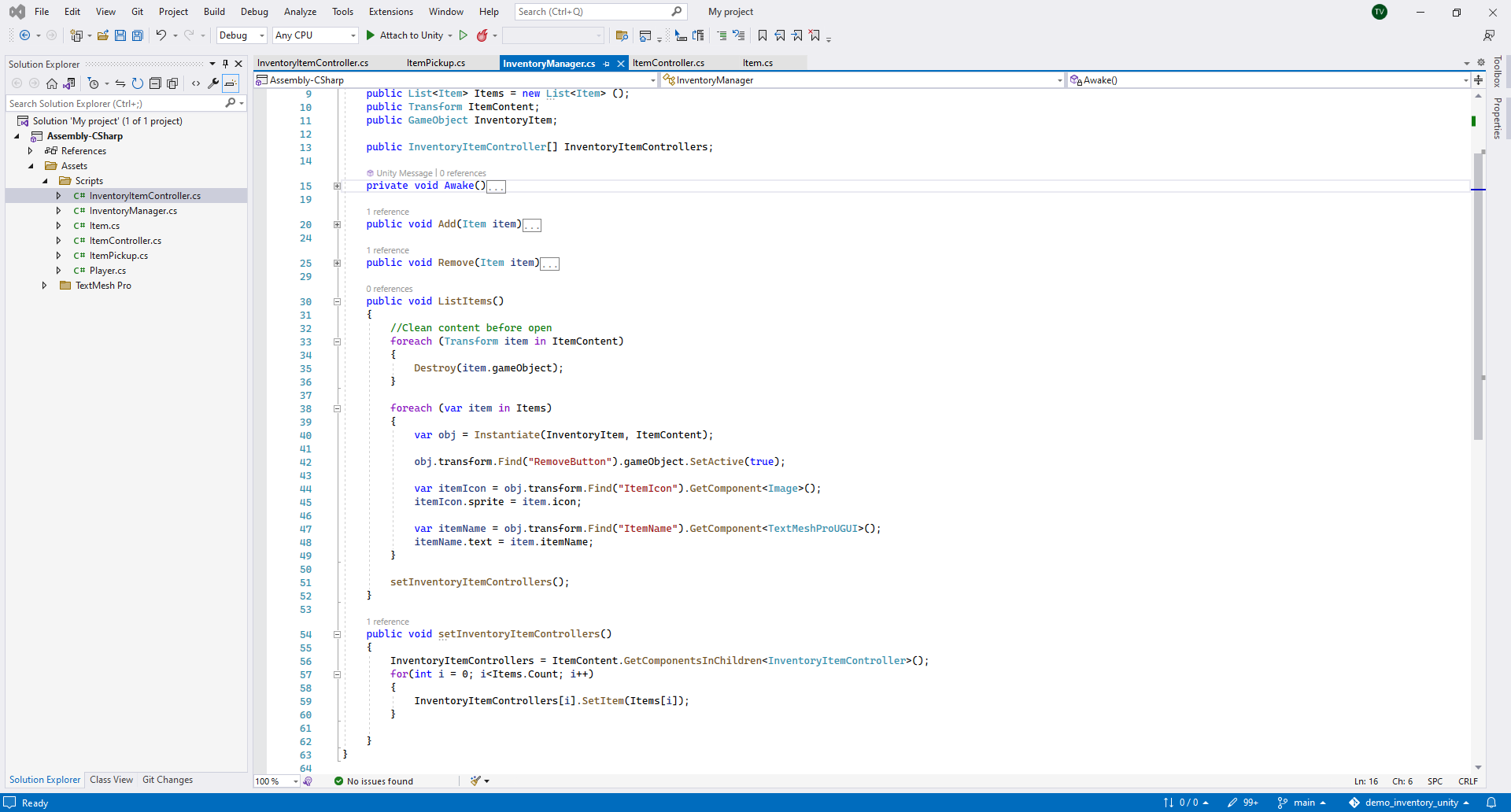


# Step 8: Sự kiên xóa Item trong inventory.

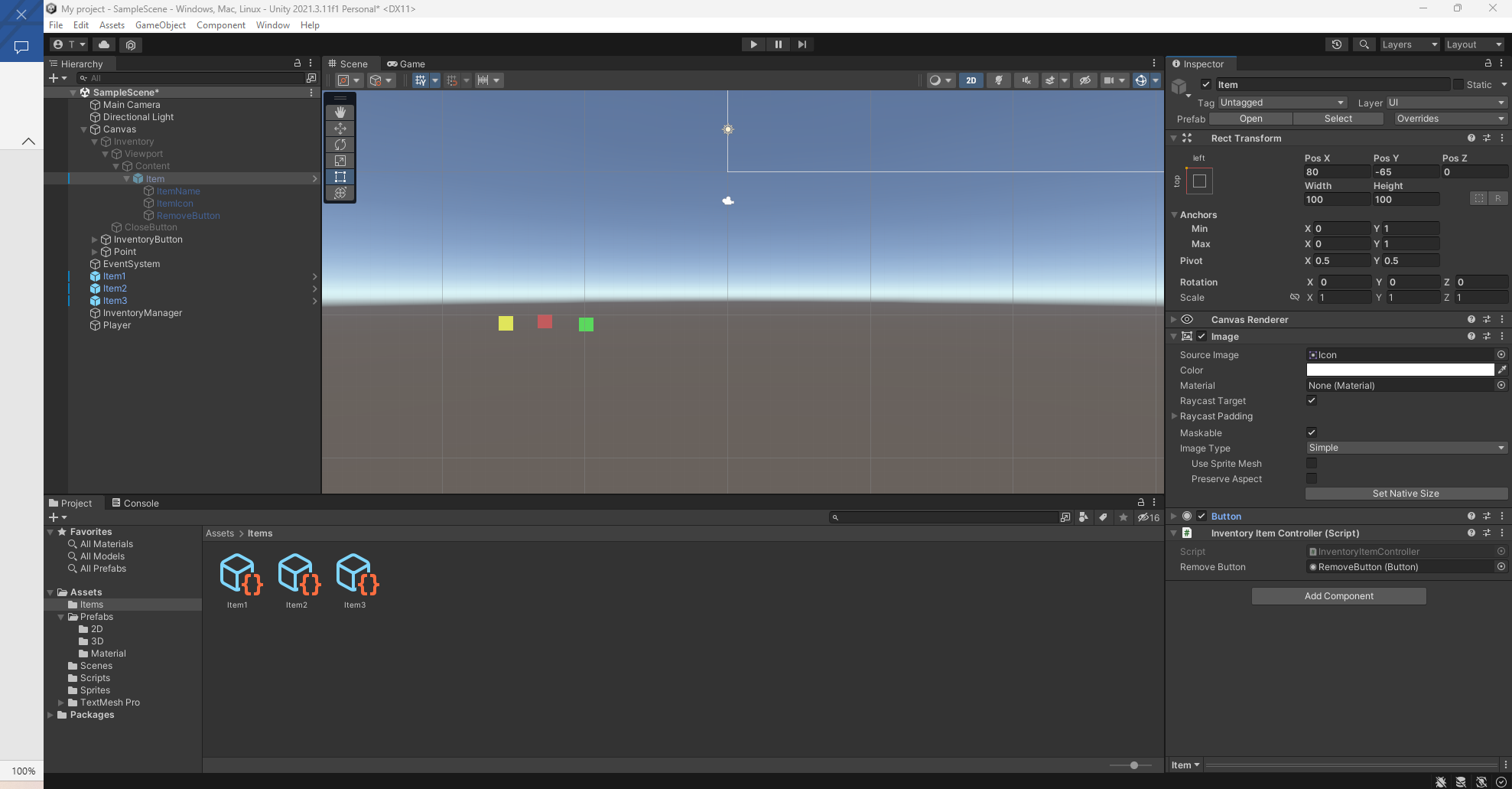
* Tạo class InventoryItemController chứa logic tương tác với item.



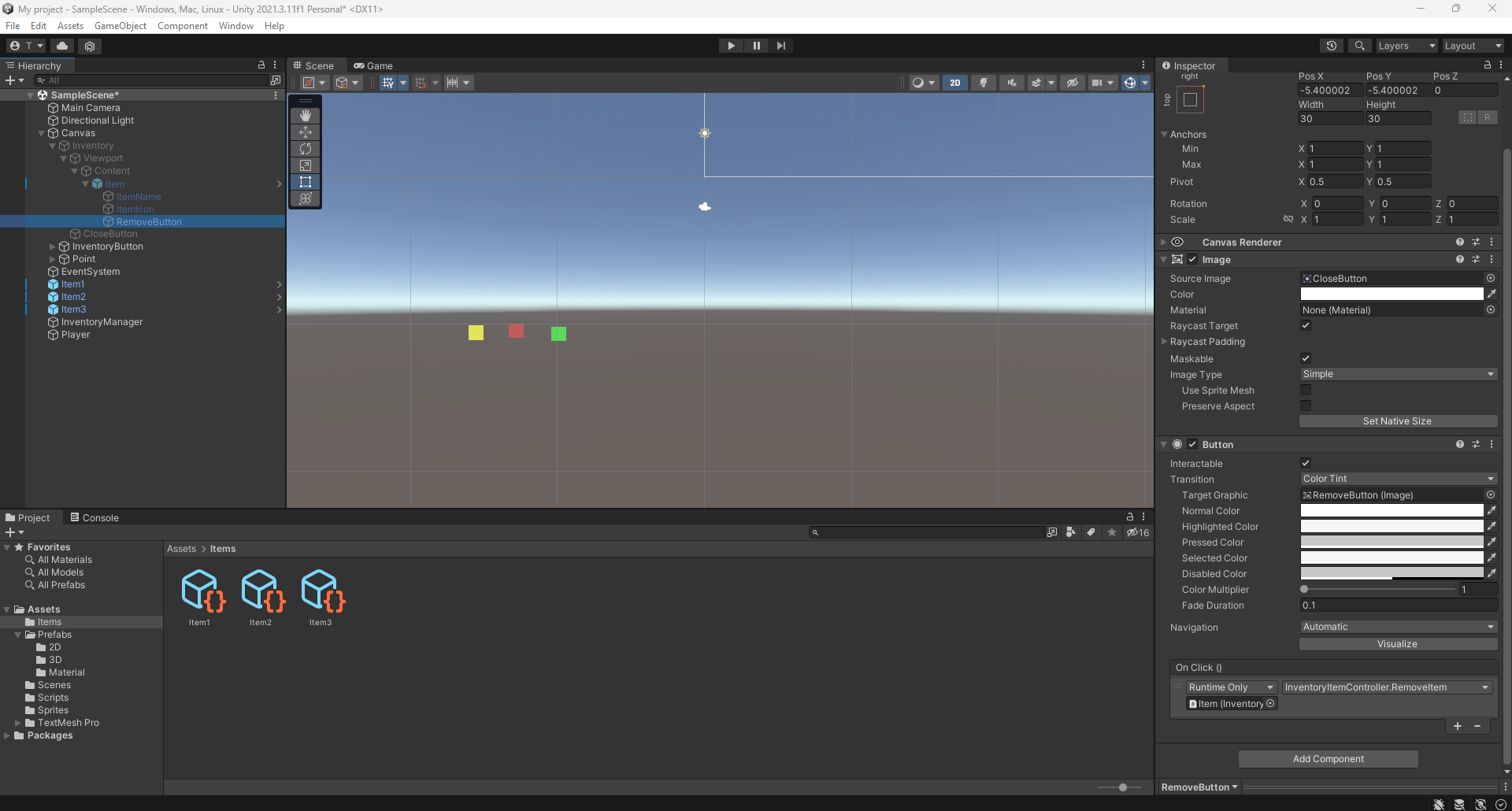
* Thêm logic nhận biết item nào được tương tác trong InventoryManager



* Gán InventoryItemController cho item.

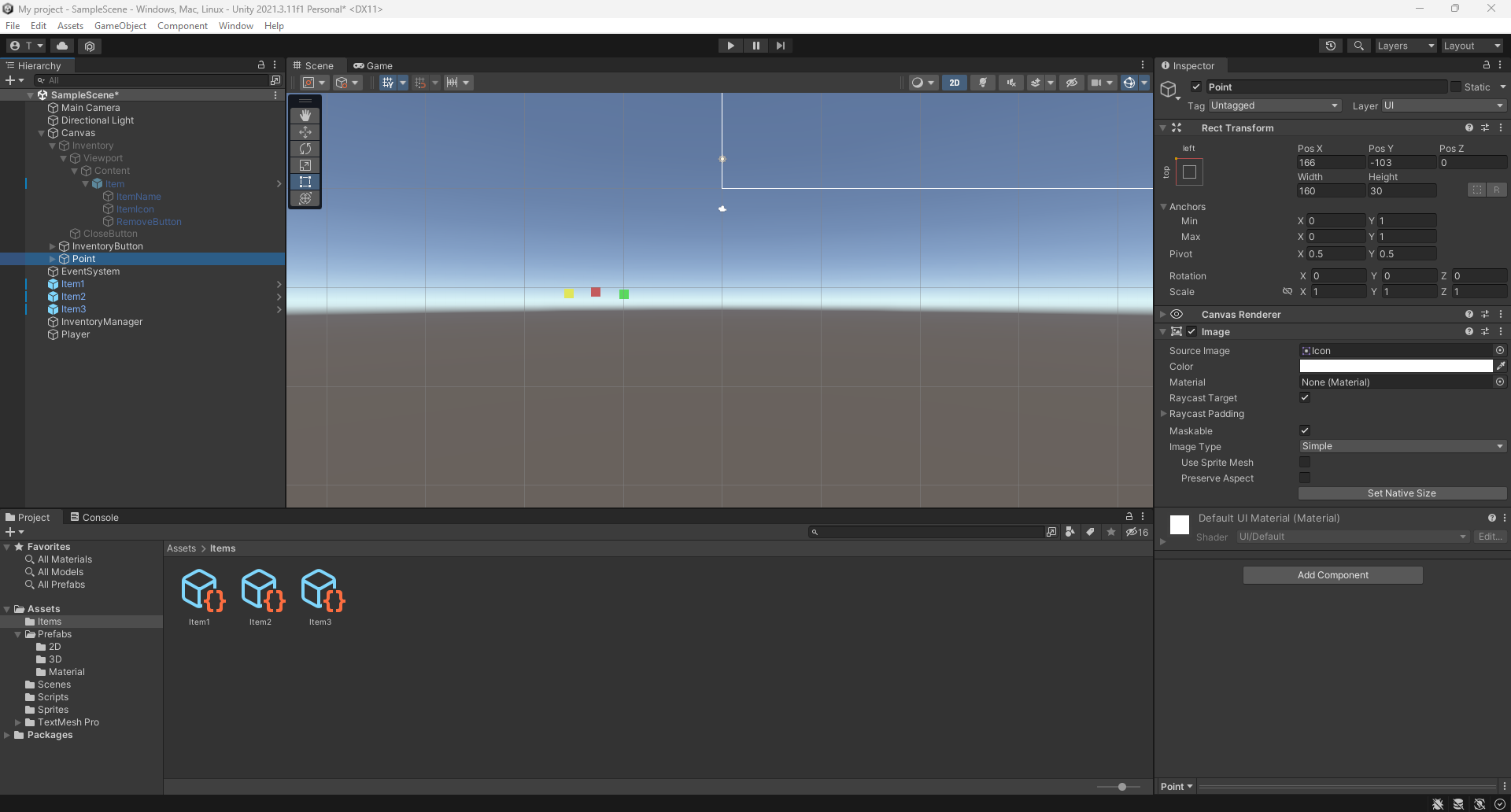


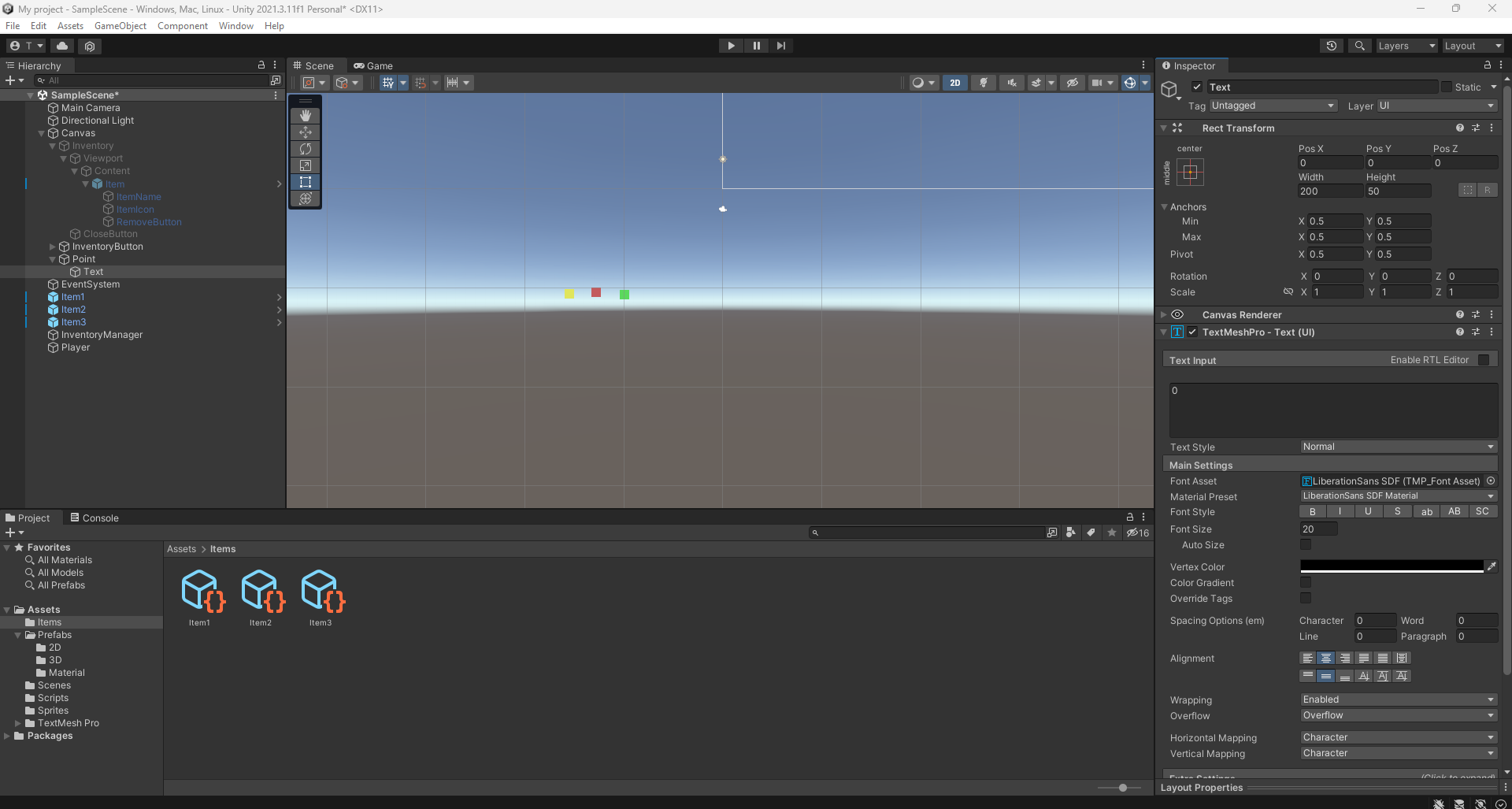
* Gán sự kiện xóa Item cho button remove.



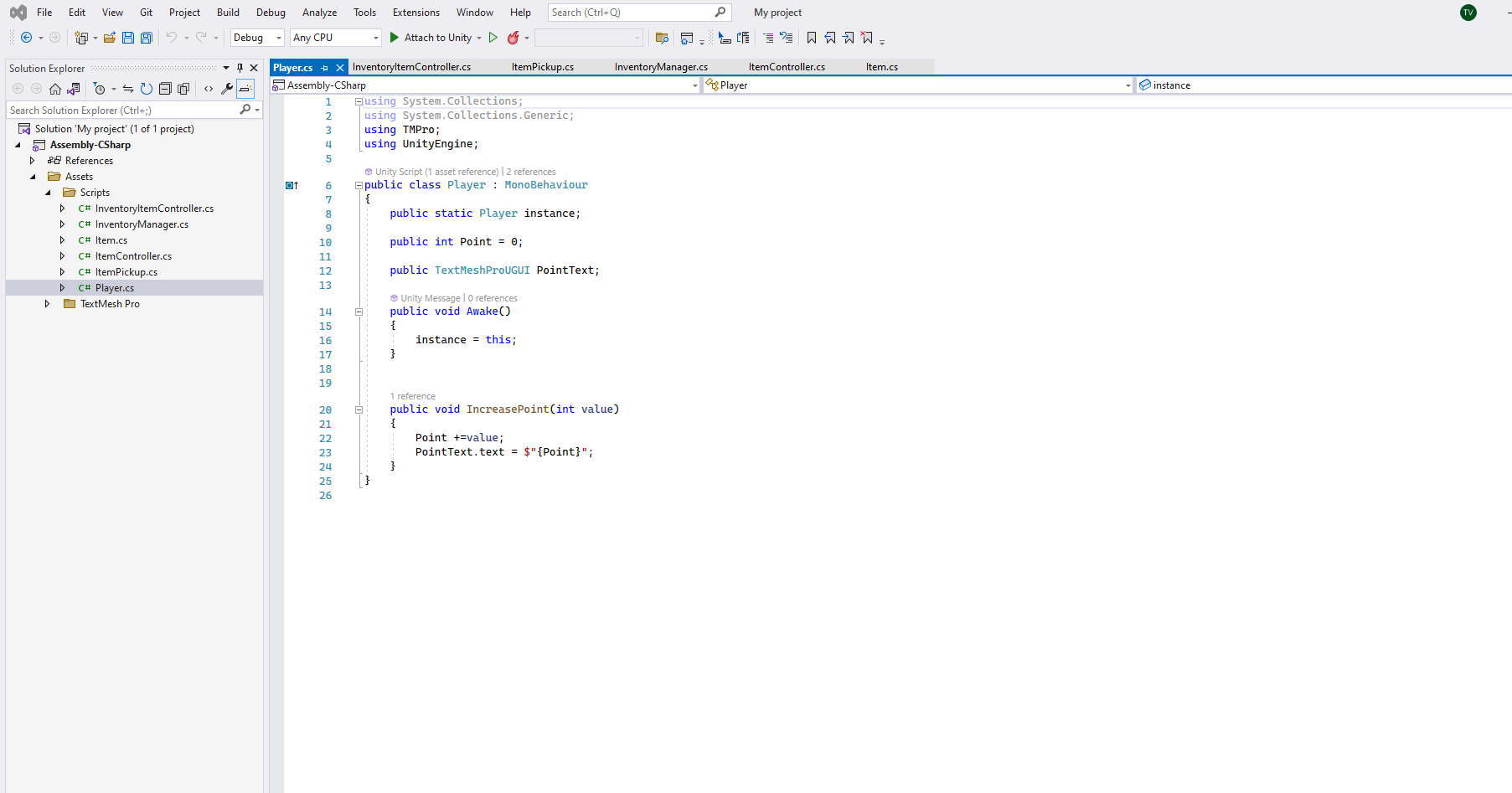
# Step 9: Tạo Ui show Point

* Tạo Ui.

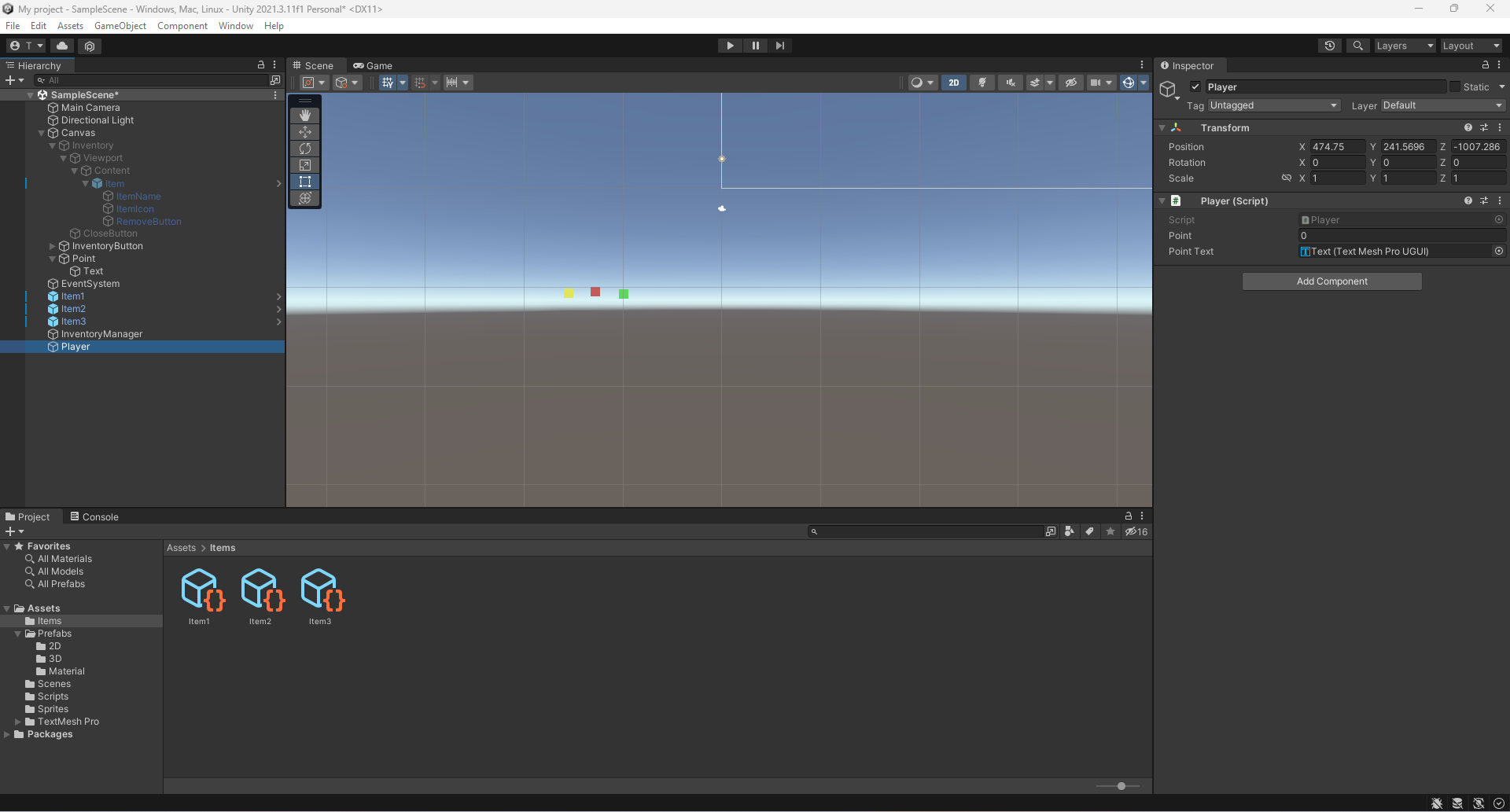




* Tạo class Player.

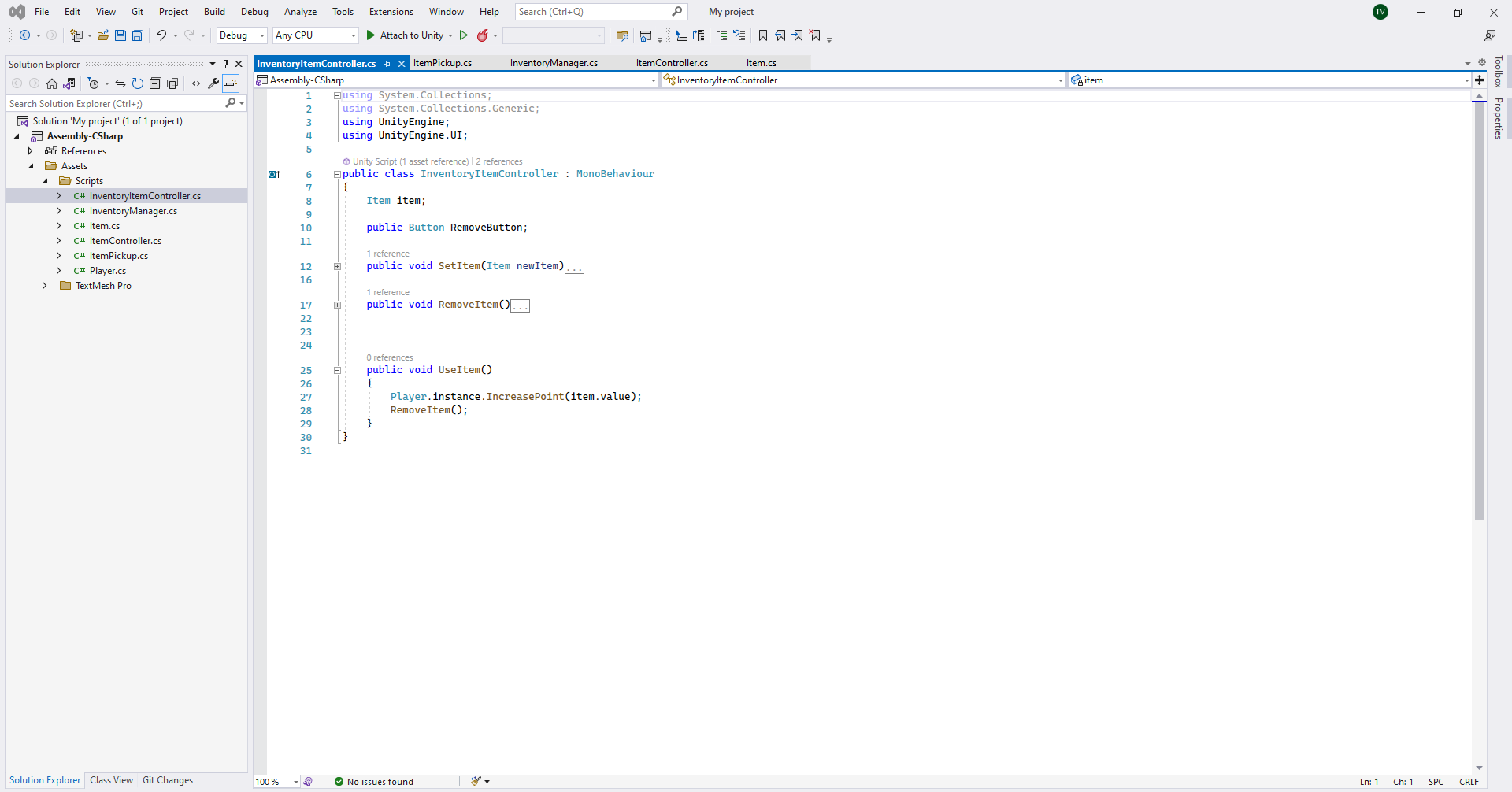


* Tạo game object player.



# Step 10: Gán sự kiện use item trong inventory:

* Thêm hàm useItem() trong class InventoryItemController.



* Gán sự kiện useItem cho Item.

