Fantasy Inventory

by Hippo Games

TABLE OF CONTENTS

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
- Drag & drop supported
- Double click supported
- Automatic scrolling
- Sample sounds are included
- Easy to integrate as simple interfaces are used
- Easy to extend & customize
- Ultimate performance
- Mobile friendly
- Compatible with Unity 2017

3 TECHNICAL SPECIFICATIONS

- Language used: C#
- Platforms supported: iOS, Android, PC, TV, WebGL
- Unity 2017

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
- Double click on items to perform quick actions
- Drag & drop items between item containers to perform quick actions

6 SCRIPT REFERENCE

Please refer to ScriptReference.chm included.

7 DO YOU LIKE IT?

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

8 WHERE CAN I PURCHASE FULL ICON COLLECTION?

Please visit REXARD artist page for more info:
https://www.assetstore.unity3d.com/en/#!/search/page=1/sortby=popularity/query=publisher:13229

9 CONTACTS US

Here is our email hippogamesunity@gmail.com, so feel free to ask your questions and request new features!