



## Downloadable package: Shop system

Thanks for downloading the “Shop system” template. This package provides a shop system, allowing the player to buy and sell Inventory items in shops.

To demonstrate the system, an example project is included. To run it, double-click the **ShopExample\_ManagerPackage** file and then run the **ShopExample** scene. Click on Brain, now posing as a shopkeeper, to begin buying and selling.

To install, revert back to your own game’s Managers, and navigate to the **AdventureCreator -> Downloads -> Shop system** folder in the Project window. Select the **Template\_ShopSystem** asset file and click **Apply** in its Inspector to update your game.

After installation, a new Shop prefab will be listed in the Scene Manager. To create a shop, add one to the scene and the configure its default items in its Inspector.

To open the shop in “Buy” mode, use the ActionList: Run Action to run the new **BeginBuying** ActionList – passing in the shop as the Shop parameter. To open the shop in “Sell” mode, similarly run the **BeginSelling** ActionList.

To mark Inventory items as tradeable, place them in the new **Tradeable** category, and assign them a **Cost** value. To allow for other categories, update both the Shop prefab, and the ShopSell menu’s PlayerItems element.

To trade, the Player must use their **Coins** item as currency.

### Sources

- [Fantasy inventory icons](#) (CC-BY 3.0)