

RPG starter kit – shops

Shops allow players to buy and sell items and are assigned to NPC in NPC editor. Very important feature when editing shops is Item category, which helps you to make group of items that the shop will sell/buy.

RPG -> Item Category

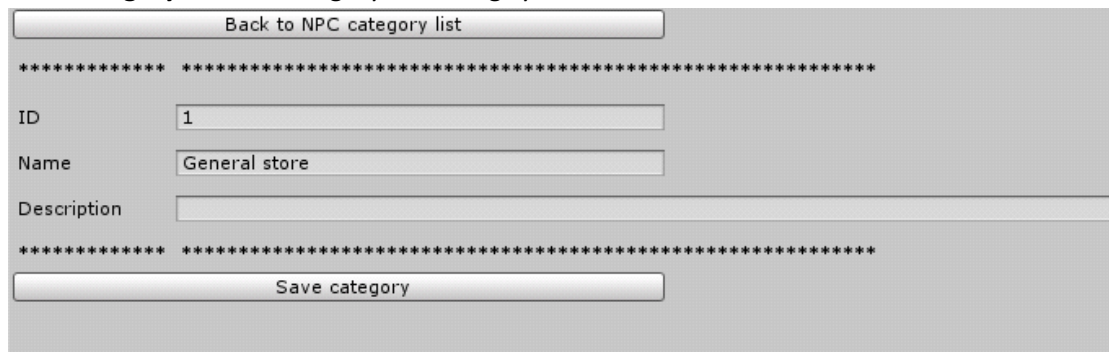
Item categories are used to divide items into groups, which is very important when making a shop. One item can be in more than one category at the same time. Every category can be deleted by clicking the “delete” button next to it.

ID – ID of category, automatically generated number (do not edit)

Name – category name

Description – characterization of category, has no effect

Save category – saves category and brings you back to list



Back to NPC category list

ID

Name

Description

Save category

RPG -> Shop editor

Shops allow players to buy and sell items. The feature ‘containers’ will work the same and will have similar elements.

ID – ID of shop, automatically generated number (do not edit)

Name – shop name

Description – characterization, has no effect

Respawn – time that takes shop to refresh all goods

Currency – ID of currency you can pay with

Buy modifier – how many times is price of item higher than its value

Sell modifier - how many times is price of item lower than its value

Accept all goods – shop always accepts all goods in this version

Add category – adds category of items the shop will sell. For example, if you have all swords under item category ‘swords’, adding the category to shop will make the shop be able to sell all swords.

Levels – You can choose if levels are fixed or floating (=according to player’s level). You can also set minimum and maximum (if min is 5 and max is 20, shop will sell all items with level 5 to 20 from the category)

Stack amount – sets stack amount for all stackable items in category

Save shop – saves shop and brings you back to shop list

Add condition – adds condition, player can’t buy items from this category (or single item) if any condition wasn’t met. There are same conditions as for conversations.

Add item – adds single item, also one item can have conditions.

The screenshot shows the 'Shop editor' window with the following fields and controls:

- Back to shop list** (button)
- *****
- ID**: 1
- Name**: General store
- Description**: (empty text box)
- *****
- Respawn**: Monday (dropdown)
- Currency**: 1
- Buy modifier**: 4
- Sell modifier**: 1
- Accept all goods**:
- *****
- Condition type**: SomeItemMustBeInInventory (dropdown) | **item/quest**: (empty) | **amount**: 0 | **Delete** (button)
- Add condition** (button)
- Category**: General store (dropdown)
- Levels**: Floating (dropdown) | **Min**: 0 | **Max**: 8
- Stack amount**: 5 | **Delete** (button)
- Add category** (button)
- *****
- Add item** (button)
- *****
- Save shop** (button)

RPG -> NPC editor

If you want to get shop to game, you must assign it to NPC, which can be done easily in NPC editor.

ID – ID of NPC, automatically generated number (do not edit)

Name – name of NPC

Description – characterization of NPC, has no effect

Save NPC – saves NPC and brings you back to list

Back to NPC list

ID: 1

Name: Cube

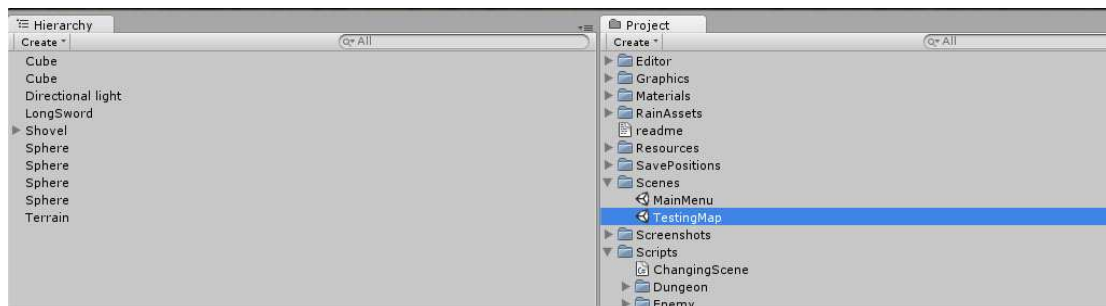
Description:

Shop: All swords

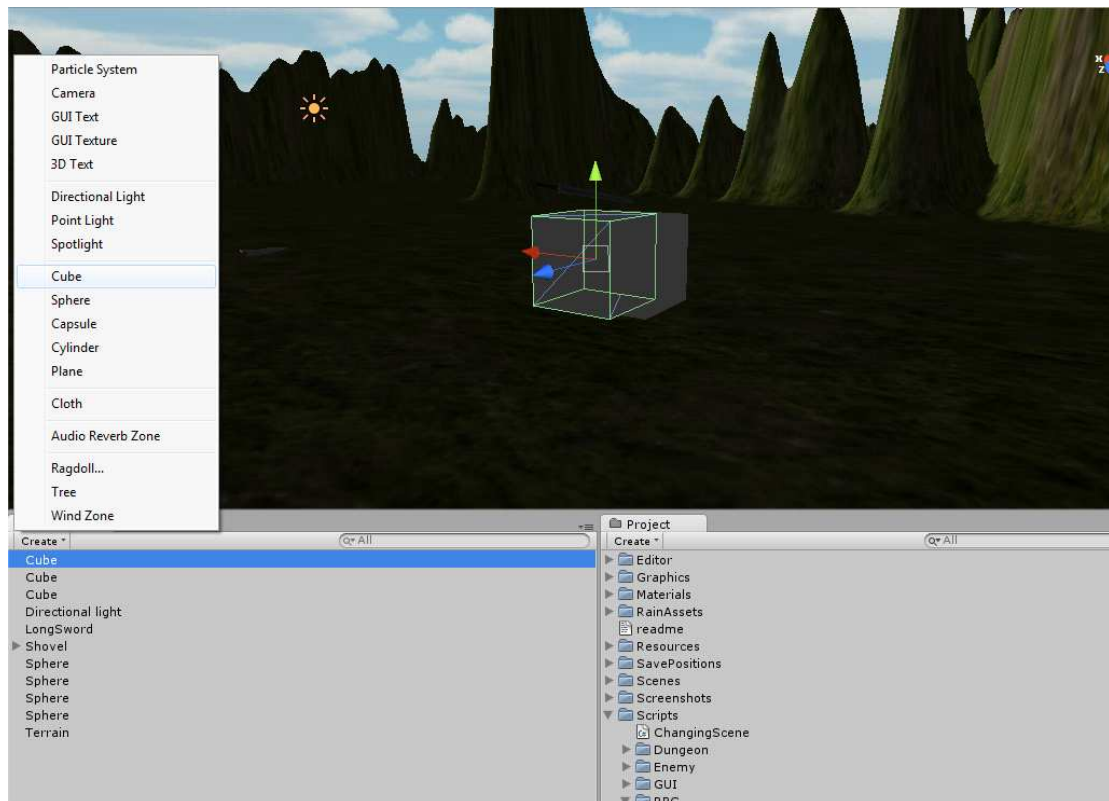
Save NPC

How to add shop to game

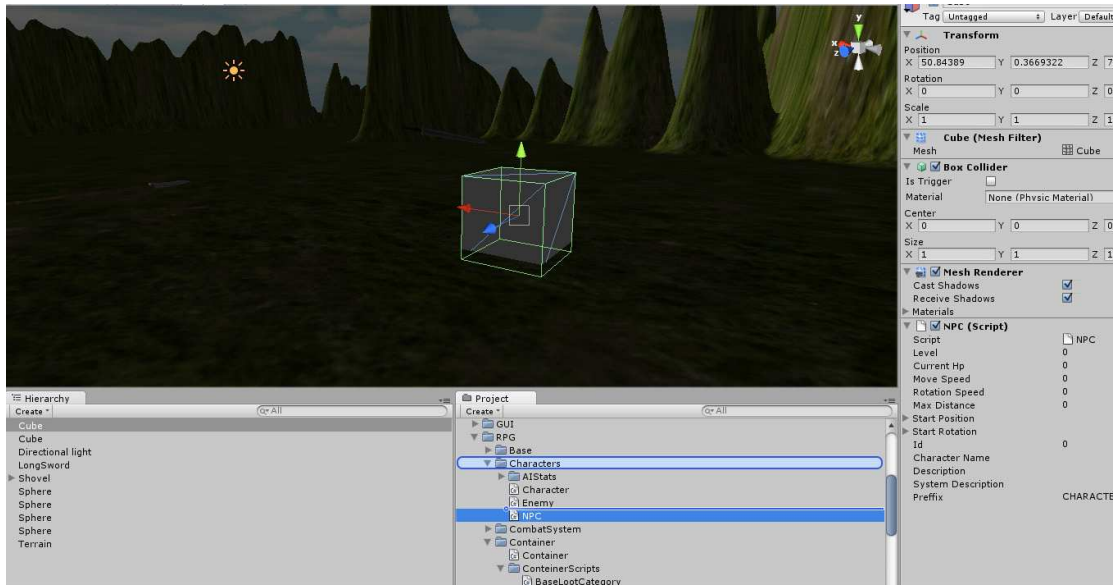
Let's show an example how to create your own shop directly in game.



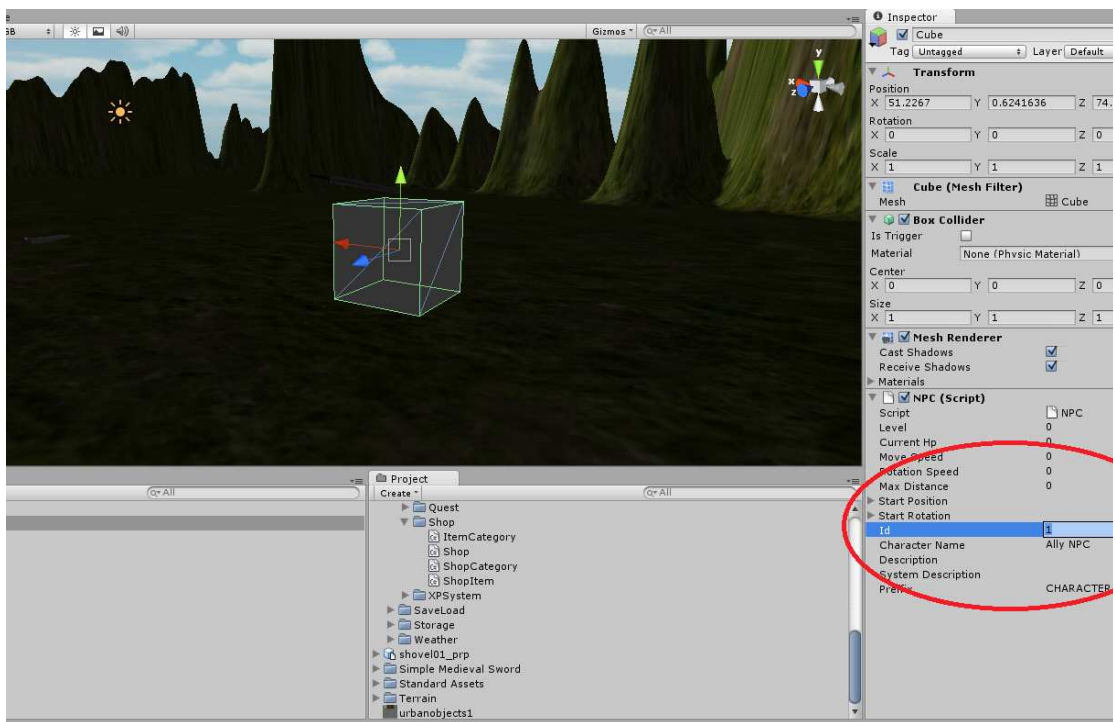
- You have got your small testing world loaded. Now we need an object, which is going to be the shop. This is just an example, so basic cube is enough. Create it via 'Create' button in Hierarchy menu.



- Drag NPC script from 'Project' menu onto created cube and set ID of NPC to value you want. (defined in NPC editor)



Drag NPC script onto cube



Set ID of NPC

Now you should be able to purchase items defined for specified NPC ID.