Shop Item Scriptable

Descripción

Files: CGFShopItemScriptable.cs

Path: "CGF/Systems/Shop"

Description

Scriptable object template that stores the shop items.

Reference

- **Accepted Currency List** – List of currencies with which you can purchase the item.
  - **Currency Name** – Text used to identify or display currency name.
  - **Currency Value** – Numeric setting used for currency Value.
- **Initial Mode** – Quantity type of the object.
  - **Infinite** – Infinite amount.
  - **Quantity** – Selects the quantity option.
- **Item Name** – Name of the object.
- **Locked** – Check if it can be purchased.
- **Price** – Price of the object.
- **Quantity** – Number of items that can be purchased.

Use

Create or assign the ScriptableObject asset in the system that consumes this shared configuration. Configure the asset fields listed in Reference before using it at runtime.