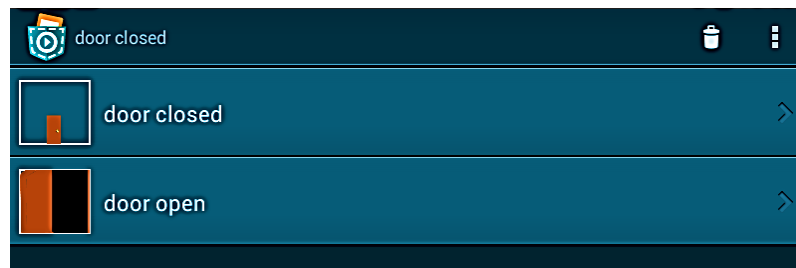
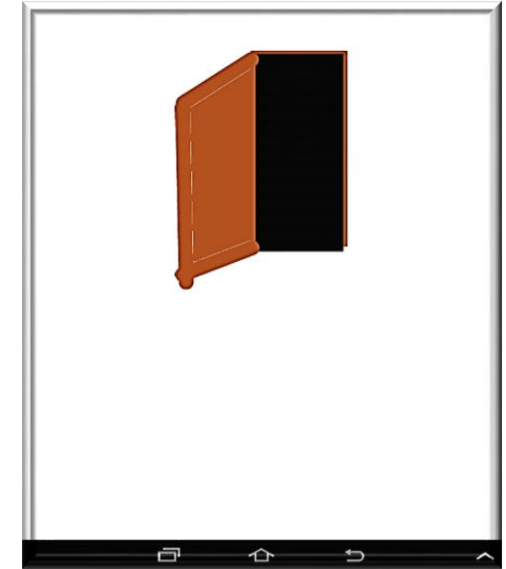
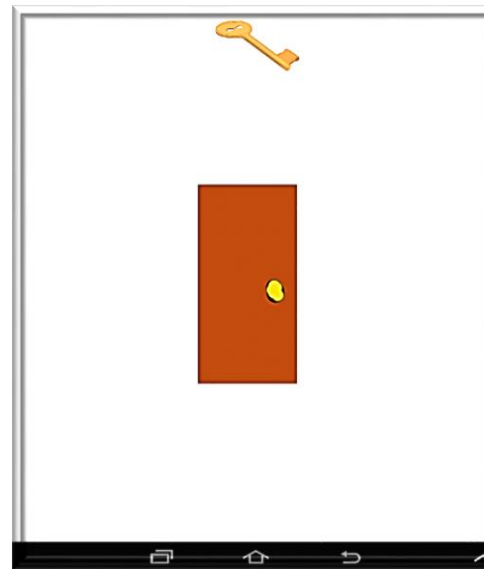


## Creating an inventory

An inventory is a gameplay mechanic allowing players to store their items and freely carry them around.

For this tutorial, the item is a key to be carried in the inventory to open the door once you have collected it. The concept would also mean that the item could be used later. But here, we are using it on the same stage.

Firstly, create a door in Pocket Paint. In its looks category, create another door this time open.



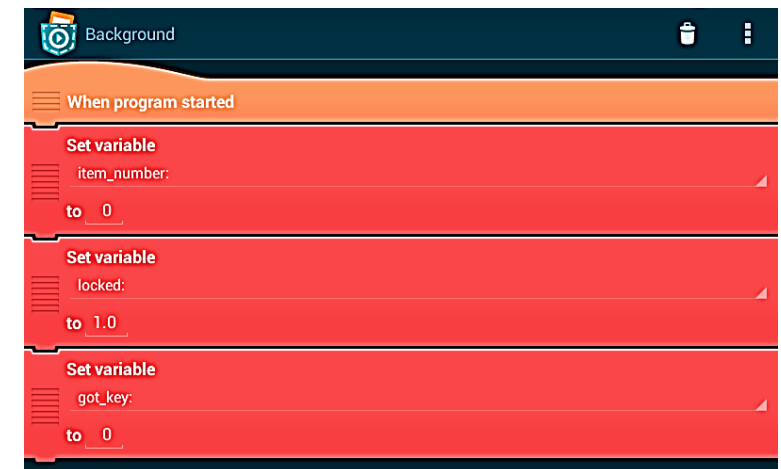
Insert the following bricks into the background scripts. To change the values of the variables tap on them and use the formula editor:

**Control = When program started**

**Data = Set variable *Item\_number* to 0** (the number of items you have)

**Data = Set variable *Locked* to 1** (the door is locked)

**Data = Set variable *got\_key* to 0** (you have no keys at present)



## Creating an inventory cont.

Insert the following bricks into your object: Door

**Control = When tapped**

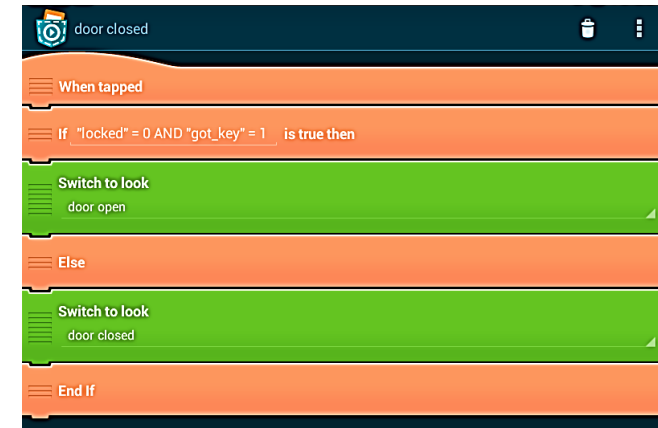
**If "locked"=0 AND "got\_key"=1 is true then** ("locked" and "got\_key" can be found under VARIABLES in the formula editor. "AND" can be found under LOGIC)

**Looks = Switch to look** \_\_ (the open door look of the object)

**Control = Else** (this will create an 'end if' brick below)

**Looks = Switch to look** \_\_ (the closed door look of the object)

**Control = End if** (will automatically appear)



You must create a new object (either draw or download a key) as the item you will store.

Insert the following bricks into your object:

**Control = When program started**

**Looks = Set size to** \_\_ % (set the size for your object)

**Motion = Place at X:** \_\_ **Y:** \_\_ (set the position of your object)

**Control = When tapped**

**Sound = Start Sound** (open media library choose a sound)

**Looks = Set transparency to 100%** (The key will disappear once tapped)

**Data = Change variable got\_key by 1**

**Data = Change variable locked by -1**

