

Project 1 Figure it out yourself

For my FIOY I decided to add buttons and make them show when the player goes over some NPC. To make it show and hide is like the Dialog script. When they appeared, I made it so the player could choose if they wanted to drink a potion which converted it into another sprite. I also researched how I could make it for the player to “change” scenes when going into the house and managed to do it by teleporting the player when it touches the house.

Links:

<https://forum.unity.com/threads/button-onclick-as-toggle.264234/>