

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Include an advanced stacking inventory in a game.
3	Student will: Understand the use of inventory systems in game design (45.0) Implement inventory in game design.
2	Student will: Understand what the term inventory means.
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Create a game in GameMaker or Unity that has an inventory system.

The game must include inventory, items that the character will gather, a main character, and at least 2 levels, a title/menu screen, and an end screen with credits.

Tutorials for Inventory:

Stacking Inventory- <https://www.youtube.com/watch?v=kFtOut42-1c>

RPG Inventory- <https://www.youtube.com/watch?v=iGTnkv22epE> and equipping items from your inventory- <https://www.youtube.com/watch?v=JWn0JSThEN0>

Using Arrays for Inventory- <https://www.youtube.com/watch?v=IhUPBpgo2HQ>

Inventory- <https://www.youtube.com/watch?v=LwBC6kyTa0M>