# **Technical documentation**

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## A simple mechanism for working with inventory has been created. Picking up a certain type of object and adding points before it, added a little UI and added an after pickup effect.

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## # c++

## **Add InventoryItem class**

The class object will represent an inventory unit that will store different types (weight, cost, etc).

**Function**:

* NotifyActorBeginOverlap : redefining the function to cross the collision

## # c++

## **Add ItemTypes .h**

Elementary class types to work in the project.

**Function:**

* EInventoryItemType : our inventory type
* FInventoryData : for our type arguments

## # с++

## **Add InventoryComponent class**

The inventory component in which the data for which we have picked up is saved. For example, sum points for items. Сreated storage for inventory using map

* GetInventoryAmountByType : will return the number of points of a certain type. Required for display in the user interface
* TryToAddItem : function that adds data there. passing an object to work with parameters