ResourceHandler.cs

# Overview

Handles any methods modifying resources. Currently only adds resources by adding them into the inventory and triggering the UI to update.

# Setup

1. Add the script to a Canvas object and attach ResourceUI Controller

# Methods

## AddResource(ResourceType.ResourceName ResourceName)():

### Returns

* + Void

### Args

* + Enum resource name

### Abstract

* + Checks which resource type is passed as a parameter and adds that resource to the Inventory and UI.