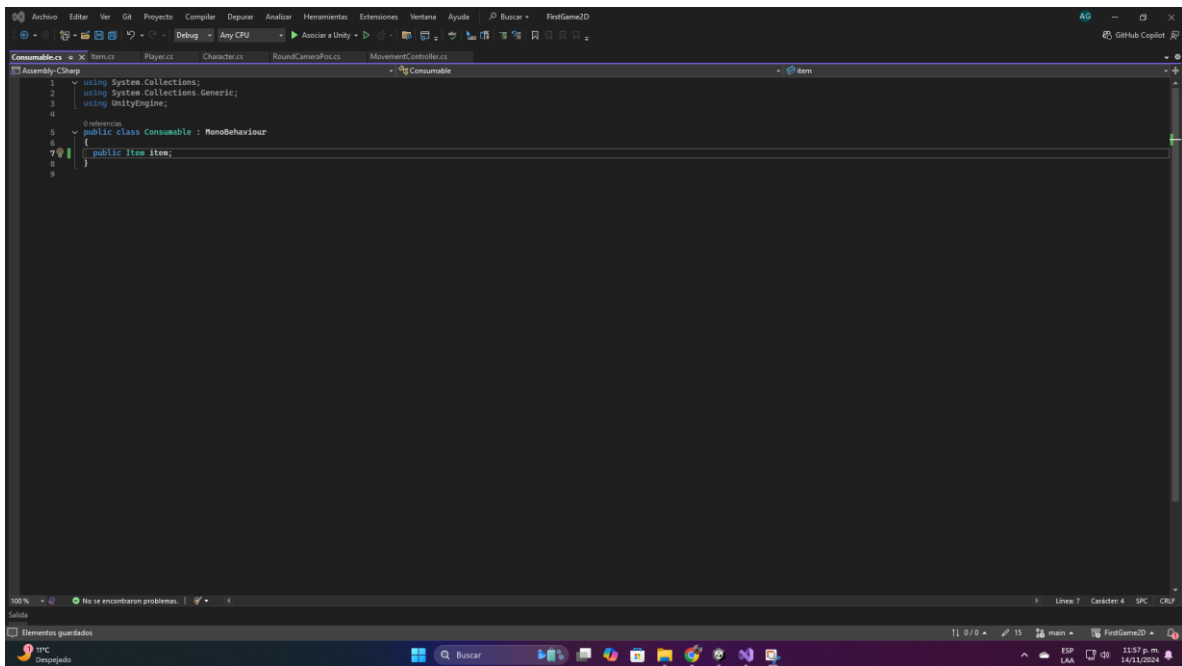


The screenshot shows the Visual Studio IDE with the 'Assembly-CSharp' project selected. The 'Item.cs' file is open, displaying the following code:

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 [CreateAssetMenu(menuName = "Item")]
6 public class Item : ScriptableObject
7 {
8     public string objectName;
9     public Sprite sprite;
10    public int quantity;
11    public bool stackable;
12    public ItemType itemType;
13
14    public enum ItemType
15    {
16        COIN,
17        HEALTH
18    }
19 }
20
```

The bottom status bar indicates '100%' zoom, 'No se encontraron problemas.' (No problems found), and the file path 'Linea 20 Columna 1 SPC C#'. The Windows taskbar at the bottom shows the system clock as 11:58 p.m. on 14/11/2024.



The screenshot shows the Visual Studio IDE with the 'Assembly-CSharp' project selected. The 'Consumable.cs' file is open, displaying the following code:

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class Consumable : MonoBehaviour
6 {
7     public Item item;
8 }
9
```

The bottom status bar indicates '100%' zoom, 'No se encontraron problemas.' (No problems found), and the file path 'Linea 7 Columna 4 SPC C#'. The Windows taskbar at the bottom shows the system clock as 11:57 p.m. on 14/11/2024.

