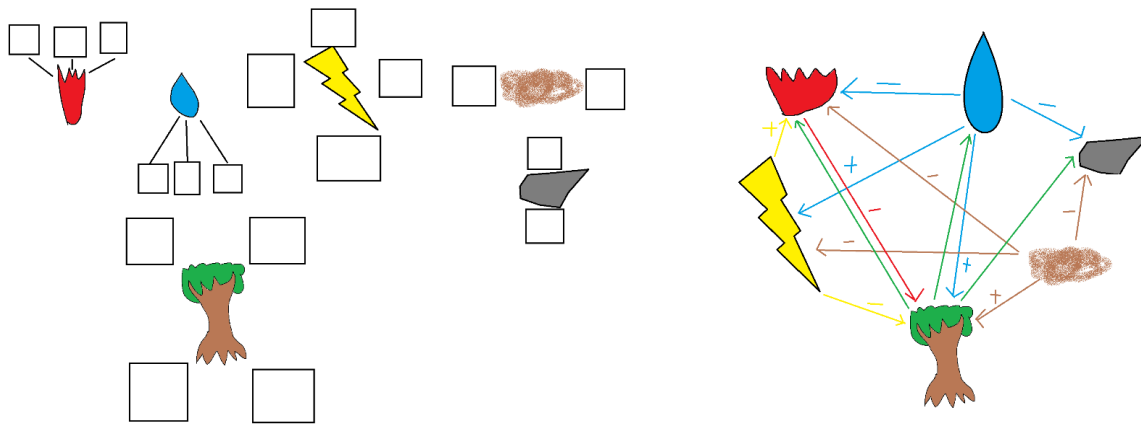The system I designed was trying to give the inventory a bit more flare. I tried to give it a USP: how elements act inside it and how they interact with each other. Here is the plan I made on Paint before making actually the game:

As you can see, there are elements and each element has an area of affection and relationships with other elements, this was the hardest part to code and I think it left a lot to ask for, but it is a novel concept. Every element is tied to a stat that you can see next to the inventory. For example, the more fire you have, the more damage you deal. You can work in the inventory by pressing Tab or E.

Even though the task was quite high in the beginning, what I tried to do was break it into smaller, more digestible parts. Player Movement, Enemies, Slots, Elements, Symbols, etc. And then trying to figure each one out. The ones that are harder or more complex, I break into even smaller. So the inventory system breaks into Slots, Elements and Relationships. Then saving was quite easier than expected, even if it wasn´t the best way to implement it (I used PlayerPrefs that are considered unsafe, due to time constraints). This had quite a Game-Jam like quality to it, and generally if I got stuck in some place I could jump to another smaller battle. When I tried to make the final build, I faced an issue with building, and I had to change a part of the code and the organization of folders. I had to rethink how I was loading the symbols in a stressful situation as it was getting late.

In general, I think I worked well under pressure. Being that I never participated in any Game Jam or anything quite like it, it kind of made me do everything in a fast paced almost no time to think manner. Also, I tried to use some Game Design leverage to make a more interesting game, but the lack of time really hurt it in the long run, as an interesting system fell into a game with one level, one type of enemy, and 10 waves. But I made the architecture for making more enemy varieties and with some changes to the Code of the Symbols, we could manage some interesting results.