Inventory

* Weapon wheel, kinda. Slots are determined by/limited by backpack
  + Move mouse to side of backpack with item you want
    - Segmented radial outside of backpack to show ranges of selection
    - Segments highlight when the item is highlighted
    - A drawing of a backpack

      Description automatically generated
  + Pockets will pop open if hovered over
* Slots
  + Large left slot
  + Large right slot
  + 3 small pockets at top
  + 2 medium pockets on bottom
  + 1 large pocket inside
* Any item can be put in any slot, player can draw the left/right slots at any time so theyre good for guns

Planks

* Pinned on the top of the backpack, like a bedroll
* Can carry max of 3 (windows need 5)
* Plank carry space can be upgraded