




Target of this Document

This is the status map for the Unreal plugin "BA Inventory". Target is to create a multi player inventory to be usable in all Unreal projects.

The repository for this inventory can be found at:
https://github.com/DeveloperBastian/BA_Inventoryhttps://github.com/DeveloperBastian/BA_Inventory

An INFOGRAPHIC is available to detail all processes.

Videos

 Inventory 01 - covering inventory strategy, **Global Inventory Manager** and **Inventory Component**

Backlog

Data Structure: Test drive document DB as storage?

Graphical UI

In Process

Core elements: **BP_Item**

Core elements: **BA_InvComponent**

Support elements: **BA_Inventory2DArray**

Support elements: **Inventory-Items-Relationship**

Support elements: **BA_Inventory2DArray**

Support elements: **InventoryExchangeInf**

External Elements: **GameplayMessageRouter**

Client Functions: **Sorting**

Client Functions: **Add Item**

Client Functions: **Text UI**

Core elements: **BA_InvManager**

Support elements: **Owner-Inventory-Relationship**

Support elements: **Inventory-Owner-Relationship**

Support elements: **ItemExchangeInfo**

Client Functions: **Delete Item**

Client Functions: **Drop Item**

Client Functions: **Condense Directory**

Client Functions: **Default Inventory**

Done

Create **Demo Project** and **Map**
Github: https://bit.ly/BA_Inventory

Detail **Item generation** with **Periodic System Elements** as example - Import, Stable Diffusion, Data Driven generation 

Links

<https://developerbastian.github.io/www>

<https://www.youtube.com/@bastiandev/videos>

<https://github.com/DeveloperBastian>

 Unreal Forum: <http://bit.ly/3iDHn1j>

 License: [Creative Commons Attribution 4.0](https://creativecommons.org/licenses/by/4.0/)