Creating an Inventory System with OOP

Dillon Bales

Gale
518 4 0
Level 5 XP
Showing All
Human
Conjuration
Level 5 Wizard
STR DEX CON INT WIS CHA
8 13 15 17 10 12
Conditions
Disguise Self
Recast Speak with Dead
Resistances
Notable Features
Cinders
Civil Militia
Forbidden Knowledge
Human Versatility
Magic Initiate: Wizard
Missile Snaring
Opportunity Attack
Approval
Melee
+2
1~1
AC 11
Attack Bonus
Damage
Ranged
-
-
110 150
Alchemy Pouch
861 5.5
Take All
Backpack
221 19.3
Take All
Backpack
1,081 17.1
Take All
Camp Supply Sack
62 5
Take All
28/32
Common
Wizard
Items
Passives
Custom

Adventure Log
Inventory
System
4,164
Weapons
32
2
60
32
20
20
26
50
14
22
30
Feathered Edge
22
Attack Up + 7
Rito craftsmen forged this lightweight, double-edged sword so Rito warriors could soar into battle unhindered by its weight.
Sort
Back
Select
Rotate

Crafting

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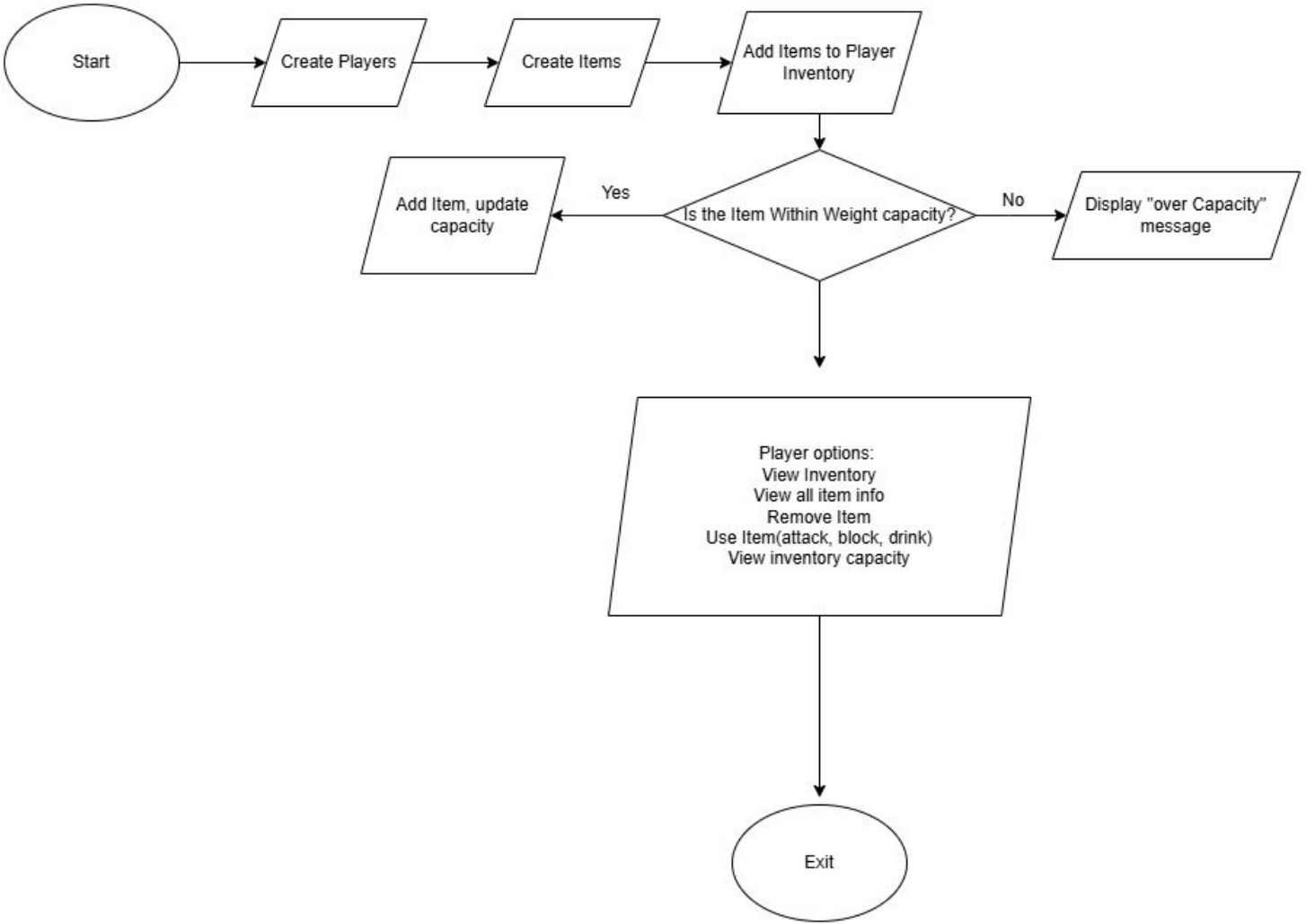
25
18
INVENTORY
STORAGE
74
O2
135

ALL
FILTER
NAME
WEIGHT
VALUE
Common Soul Gem (4) 0.3 50
Common Soul Gem (Common) (37) 0.3 150
Contract 0 0
Cracked Tusk Vault Key 0 0
Craglane Chest Key 0 0
Craglane Dog Cage Key 0 0
Cure Disease Potion Recipe 0 10
Cure Poison (2) 0.5 31
Curious Silver Mold 1 250
Dainty Sload Footlocker Key 0 0
Damage Health Poison Recipe 0 20
Damage Health Poison Recipe 0 20
Dark Brotherhood Assassin's Note 0 0
Dark Brotherhood Assassin's Note (2) 0 0
Deepwood Redoubt Key 0 0
Delphine's Secret Door Key 0 0
Diamond (9) 0.1 800
Dragon Investigation: Current Status 0 0
Dragon's Fang (Legendary) 16 5422
Dragon's Scale (Legendary) 12 1978
Dragon's Talon (Legendary) 23 9995
Draught of Pickpocketing (2) 0.5 151
DRAGON'S TALON (LEGENDARY)
DAMAGE 64
WEIGHT 23
VALUE 9995
Absorb 10 points of stamina. Target takes 24 points of shock damage, and half as much Magicka damage.
M1 M2 Equip
R Drop
F Unfavorite
T Charge
Damage 239 (+1)
Carry Weight 243/465
Gold 92257

Inventory System

Thousands of video games have an inventory system, which is just layered information

Flow chart


Start
Create Players
Create Items
Add Items to Player Inventory
Is the Item Within Weight capacity?
Yes
Add Item, update capacity
No
Display "over Capacity" message
Player options:
View Inventory
View all item info
Remove Item
Use Item(attack, block, drink)
View inventory capacity
Exit

Classes

Player

Item

Weapon(Item subclass)

Armour(Item subclass)

Potion(Item subclass)