📜 **Session Change Log: Tactical Inventory Overhaul APRIL 12 2025**  
Commander’s Log — Full inventory and interaction system deployment, patched and reinforced.

**🧩 INVENTORY SYSTEM**

1. ✅ Replaced manual slot logic with InventoryGrid and SlotUI setup
2. ✅ Implemented Tetris-style placement (fills from top-left, no gaps)
3. ✅ Enabled drag-and-drop between InventoryGridUIs (Player ↔ Chest)
4. ✅ Removed InventorySlot.cs (redundant)
5. ✅ Refactored TryAddItem, RemoveItem, AddItemToFirstAvailable in InventoryGrid
6. ✅ Created modular drag logic inside SlotUI.cs
7. ✅ Hardcoded test items via PlayerInventoryBootstrap.cs
8. 🗑️ **Removed save/load system** (per Commander’s order)
9. ✅ Hardened against NullReferenceExceptions in Start()

**🧠 ITEM SYSTEM + CREATION**

1. ✅ Converted ItemData to ScriptableObject
2. ✅ Created ItemPickup.cs for reusable pickup behavior
3. ✅ Built ItemCreatorEditor.cs (Editor window for creating item assets + prefabs)
4. ✅ ItemPickup.Pickup() method restored for manual use

**🎮 PLAYER INTERACTION**

1. ✅ Refactored PlayerInteraction.cs to use raycasting and proper class references
2. ✅ Added [E] Pickup functionality triggered via ZeroGController.OnInteractPressed
3. ✅ Reconnected broken reference to ItemPickup (was previously misnamed PickupItem)
4. ✅ Reinstated Pickup() call logic
5. ✅ Protected all calls with null checks

**📡 LASER PROJECTED UI PROMPT**

1. ✅ Created InteractPromptUI.cs (billboarded TMP canvas)
2. ✅ Integrated it into PlayerInteraction.cs
3. ✅ Displays [E] Pick up <ItemName> when player targets an interactable
4. ✅ Handles hide/show logic based on ray hit
5. ✅ Guarded against NullReferenceException when promptUI not assigned
6. ✅ Comma