Inventory

playerWeapon: object
playerArmor: object
playerGold: object
equiptWeapon: object
equiptArmor: object

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displayInventory()

playerInventory

isStorageFull: bool
storageLimit: int
canItemStack: bool
itemStackLimit: int
numberItemsStacked: int
armorEquipt: object
weaponEquipt: object
itemStorageLocation: intArray

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inputArmorEquipt()
removeArmorEquipt()
inputWeaponEquipt()
removeWeaponEquipt()
changeItemsStackedNumber()
deleteItem()

shopInventory

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displayItem(int ID)
addItemToPlayer(int ID)
removeItemFromShop(int ID)
removePlayerGold()
buyPlayerItem()

items

itemID: int
itemIcon: sprite
itemStats: int
itemAnimation: sprite
isWeaponEquipt: bool
isArmorEquipt: bool
goldCoin: sprite

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item.searchID()
item.insert()
isEquipt()