

Project: My Inventory System

The project is an RPG-style inventory simulator with a buy and sell item system. It consists of three fundamental modulesSistema de inventario:

Módulo de Control de Inventario

This module is responsible for keeping the Slots module updated with the information stored in the InventoryManager. Whenever a change is made in the UI or the player's inventory, the InventoryManager updates the UI views as needed.

Functions:

Updating the user interface with inventory information.

Interacting with different game components related to the player and their items.

Módulo de Slots (UI)

This module loads item information and displays it in the graphical interface. It allows the user to interact with their inventory to make modifications.

Components:

InventoryItemBehaviour

MenuItem

InventorySlot

Other scripts derived from the above, handling specific behaviors.

Player Module:

Description: Manages the player's interactions with their character, such as moving, consuming items, and dressing.

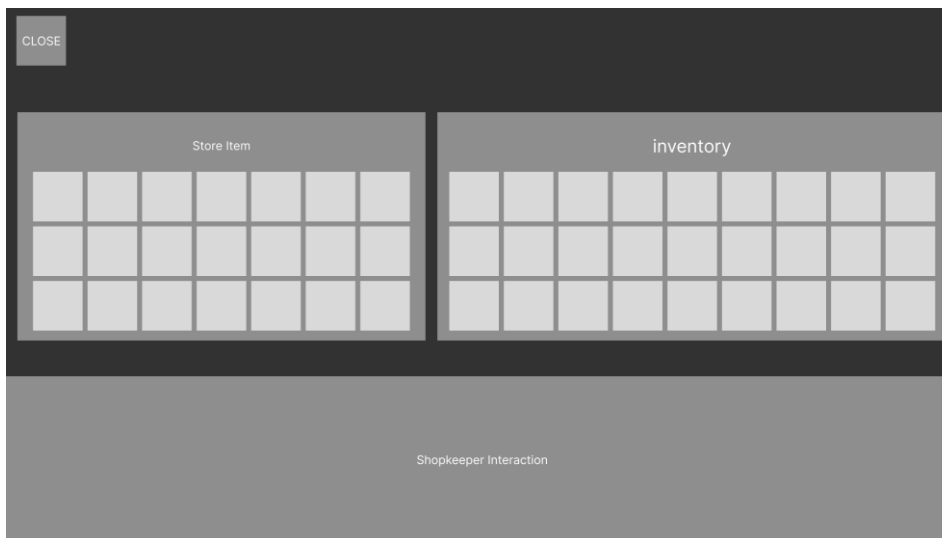
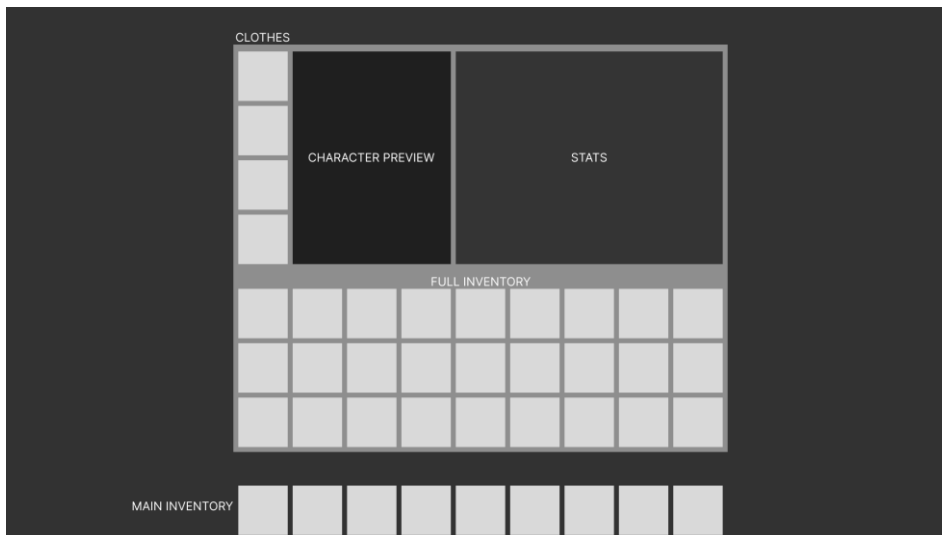
Components:

PlayerBehaviour

PlayerMovement

InventoryManager

UI:



Based on games like Stardew Valley and Minecraft, the UI is designed to be intuitive, allowing users to easily navigate their inventory. The separation of a primary inventory from the full inventory helps users prioritize and maintain an organized inventory.

