**Inventory System**

An inventory system in a game is a feature that allows players to manage and organize the items they collect during gameplay. It typically includes a user interface where players can view, sort, and use their items, which can range from weapons and armor to consumables and quest items.

In this project, I have used objects in the programming part.

The game scene consists of a player and collectable objects with a bag pack UI. The player can move around in the environment and collect the items when the player is close to the item. These collected items can be viewed on the right side of the screen. The items count of the environment is predefined and is set to 50. The maximum pickup count per item is set to 10.

**Controls**

Use the Up, Down, Left and Right arrow keys to move the player on the plane.

Use the “G” key to collect the items.

Use the mouse button click to remove the item from the bag pack.

Press “Ecs” key to quit the game.

**Code Snippet**

public class Item

{

public string ItemName;

public Sprite ItemIcon;

public List<ItemScript> ItemsScripts = new List<ItemScript>();

}

This class consists of “ItemName” that stores the names of the particular object.

“ItemIcon” is used to represent an icon of the collected item.

“ItemsScripts” is a list of “ItemScript” that will store items that are of the same type.

“ItemScript” is a class that contains the properties of the item.