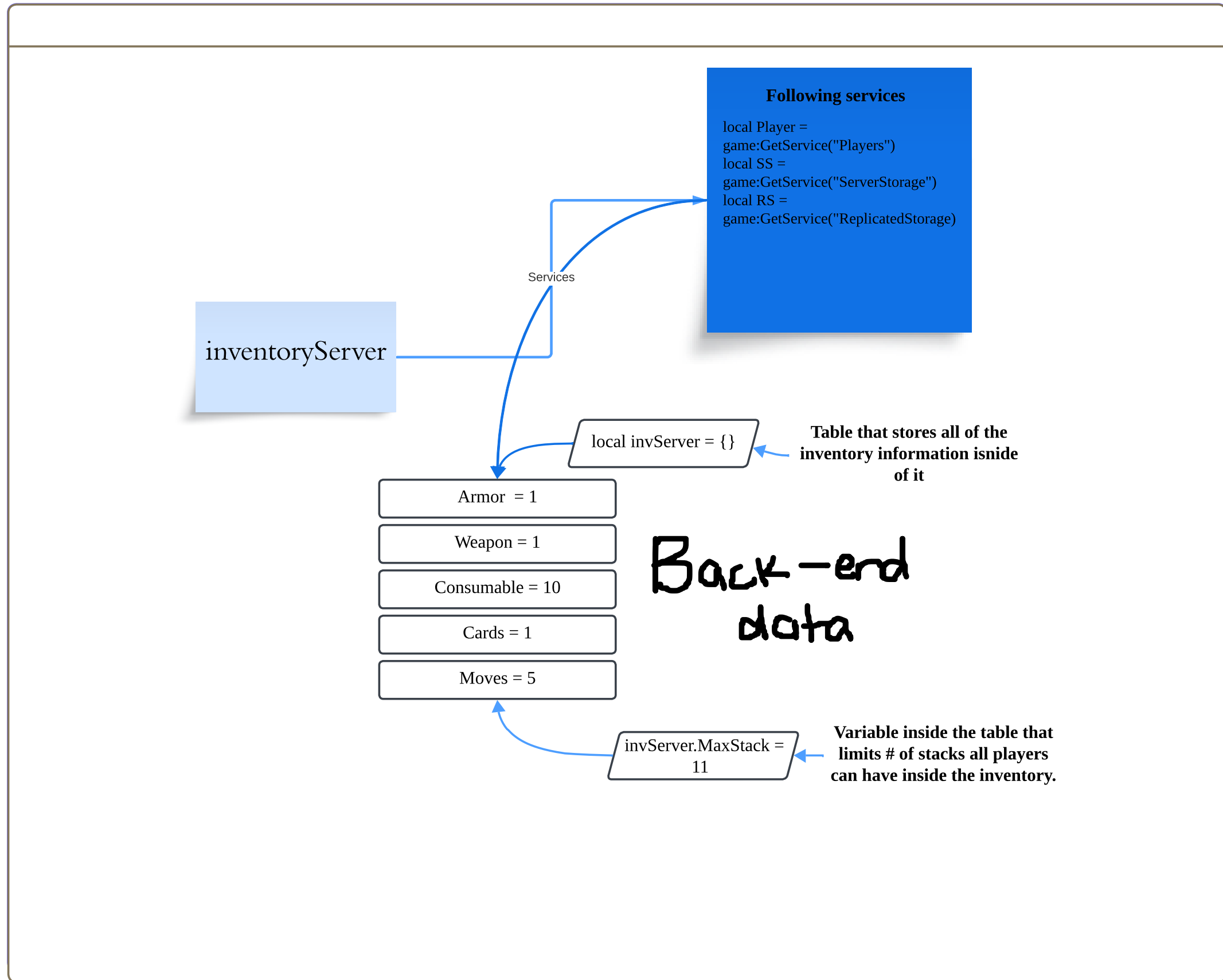
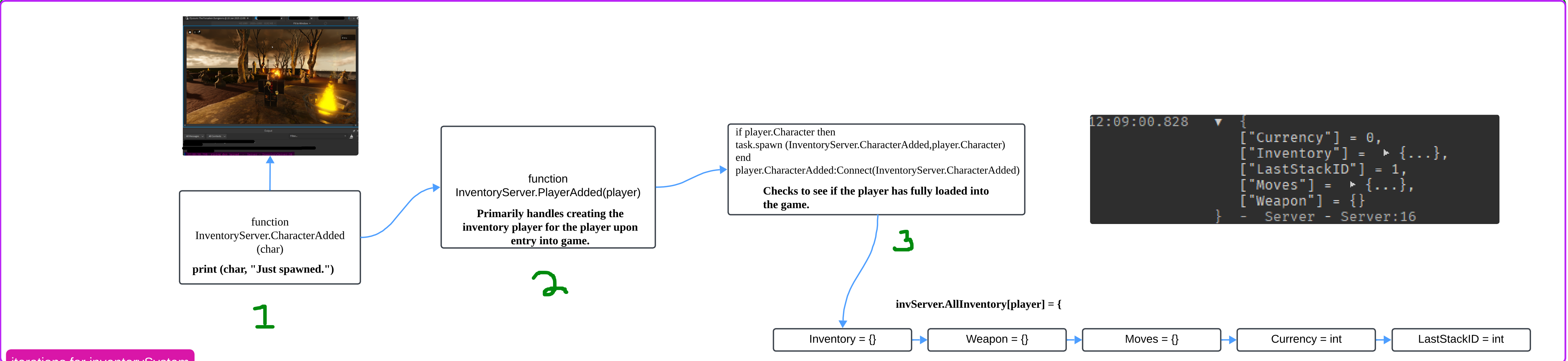


# INVENTORY SYSTEM

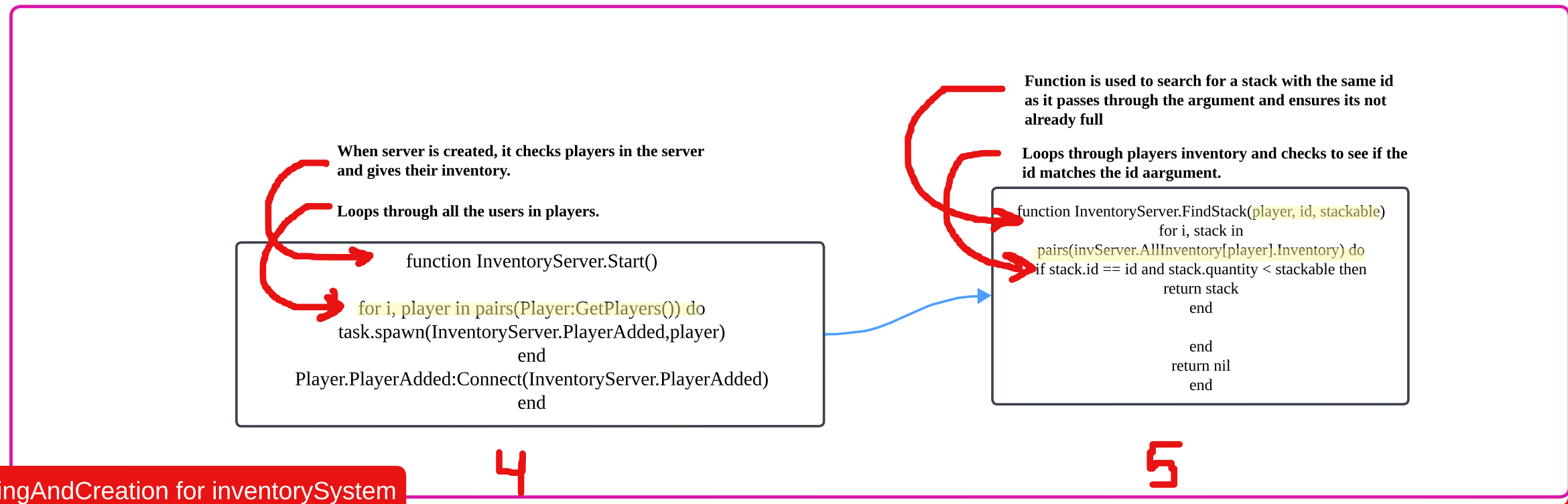
## Back-end data for InventorySystem



## uponPlayerEntry for inventorySystem



## Iterations for inventorySystem



## overloadingAndCreation for inventorySystem

