You control the player by using the wasd or arrow keys to move around the scene. By moving the mouse around, the player camera will rotate to follow. When the crosshair in the center of the screen is centered on top of an object in the scene, the name of the object will appear underneath the crosshair. At this point, if you press the E key, the object is added to your inventory. If you press the Tab key, the inventory menu pops up and shows the items currently in your inventory. If you hover over an item and click on it, it sets the item to the active slot. By pressing Tab again and leaving the inventory screen, if you press the Q key, the object is removed from your inventory and spawned in front of the player GameObject. The inventory screen also shows the total weight of all objects in the inventory. While in the inventory menu, if you click on any of the column headers, they will change how the inventory is sorted.

The project probably took 20 hours in total to implement, with most of the time being spent on getting the menu to work. I ended up watching a CodeMonkey tutorial to try and fix some problems with my code before I realized that I just hadn’t dragged a component onto a critical script. Even though I did watch some of the tutorial, most of my code remained unchanged, all my methods in my Item and Inventory classes were already called what he called them in the video. CodeMonkey only inspired me to add event listeners, but they didn’t work.

The most challenging part of this project was trying to get a Skyrim style inventory to work, in the sense that it expands and contracts and is scrollable. I had to ultimately scrap this idea as it proved more difficult and time consuming to add. After that, it was getting the Item and Inventory classes to work properly, as I knew I wanted to implement things in a more object oriented, polymorphism type way. I feel like I accomplished that, and my Inventory that holds Item classes can also hold Weapons and Armor too, which inherit the Item class. This feature made handling the menu much more difficult though, as not every item has certain values like damage or armor.