

Calls Item class to Place things in inventory and use items

spawnPoint position Vector Place where this item is placed in level

		item is placed in level	
location	poisition level	Current location of item in the scene	
id	String	id of the item so the game knows what it is	
Туре	String	Type of Item, which allows it to be placed into inventory differently	
Model	Model	Model of the item	
Useltem()	game k be used	based on the id of the item, the game knows how the item should be used and performs that specific action.	
TriggerEffect()	If the ite	em has effect, applies it to	

the target it is being used on