Testcases

* Test1: equipment drop
  + Equipment drop
  + Client spawns equipment
* Test2: item drop with correct random node name
  + Server generates node name with cap letters and numbers
  + World state map item list keys is with same node name
  + Item nodes on client has node name
* Test3: equipment loot
  + Stats load
  + Added into inventory
  + Populates in inventory ui
  + Owner key added to data
  + Added into items collection
  + Item queue free on client and server
* Test4: equipment loot inventory full
  + Gets error
  + Item still on map
* Test5: gold loot
  + Gold added to dict
  + Updates ui on client
  + Sprite queue free
* Test6: gold loot max
  + Gold goes to max
  + Updates ui on client
  + Sprite queue frees
* Test7: use/etc loot not in inventory
  + As per usual
  + Adds to inventory
* Test8: use/etc loot in inventory
  + Increments data
* Test9: use/etc loot not inventory inventory full
  + Item not queue free
  + Notification gets sent to client