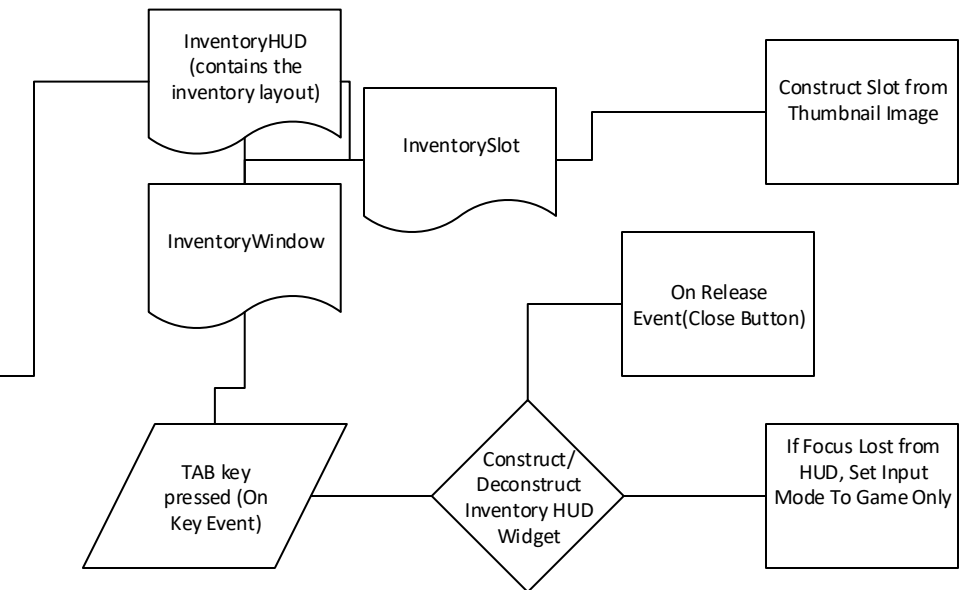
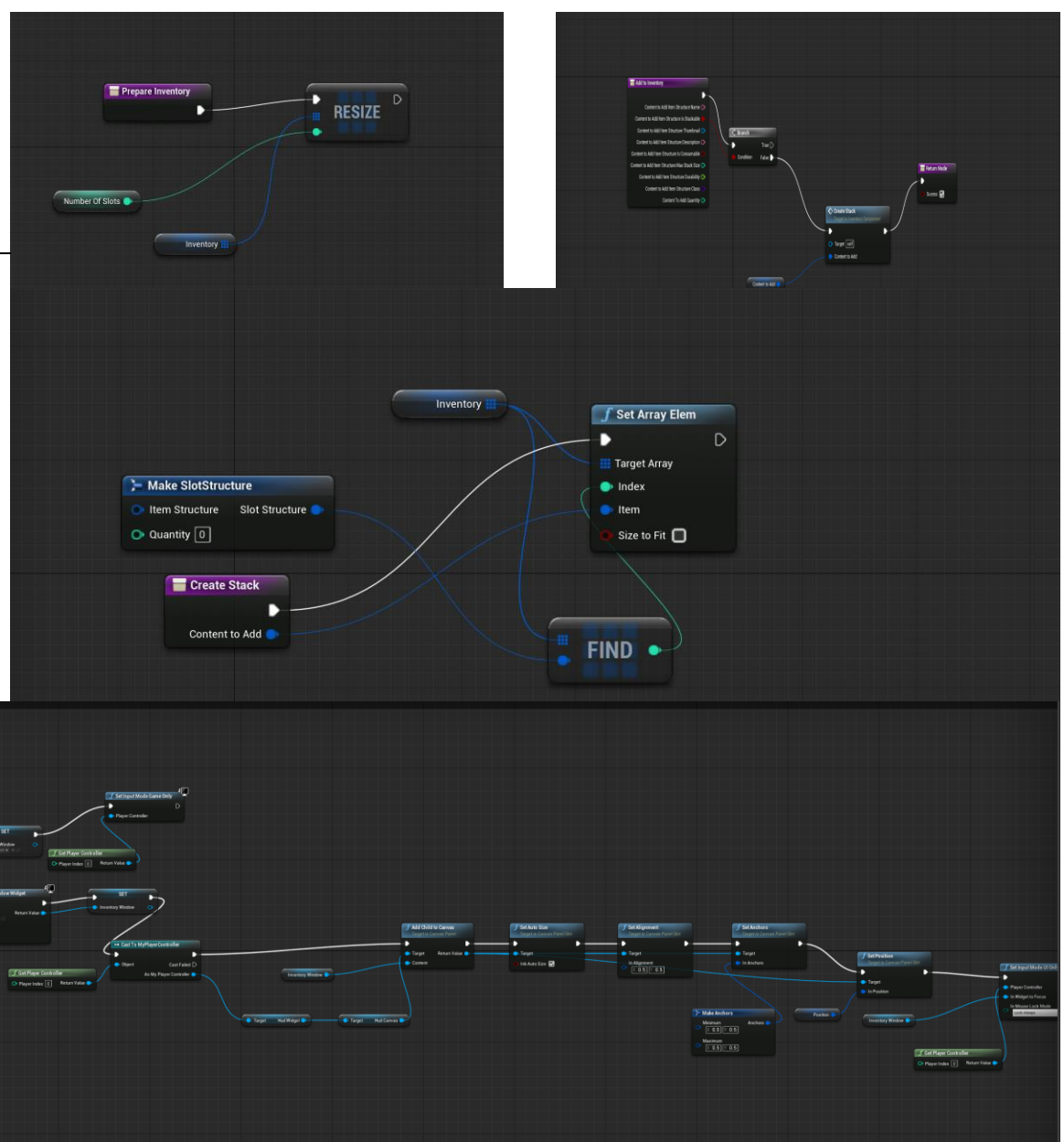


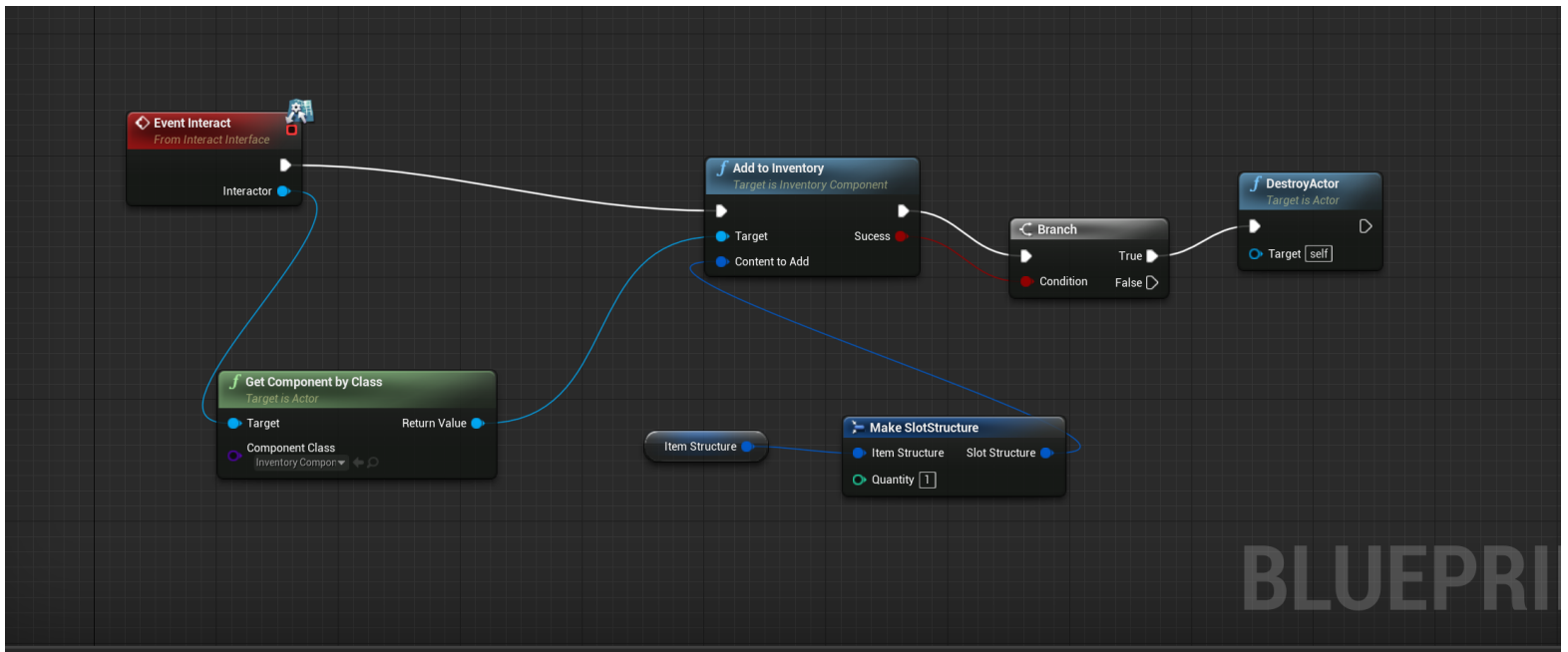
MyPlayerController
(Actor Class Responsible for the Control over the pawn/ player)
This will be how we will use Our own custom HUD display, using this controller when TAB KEY is pressed.



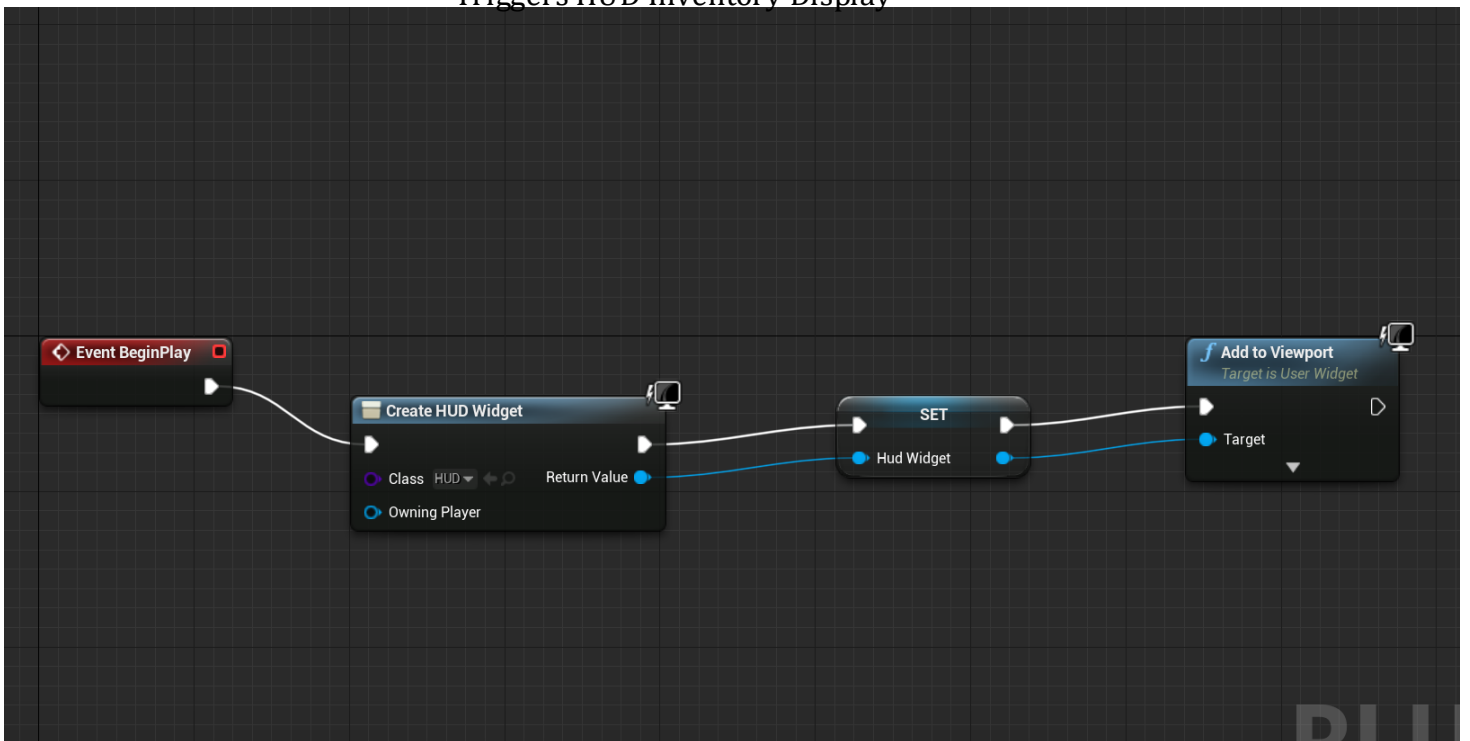
Has 4 different functions, which attribute to creating a stack when an Item is picked up, and adding it to an inventory. Also a Toggle Inventory Function, which sets how our HUD display will look



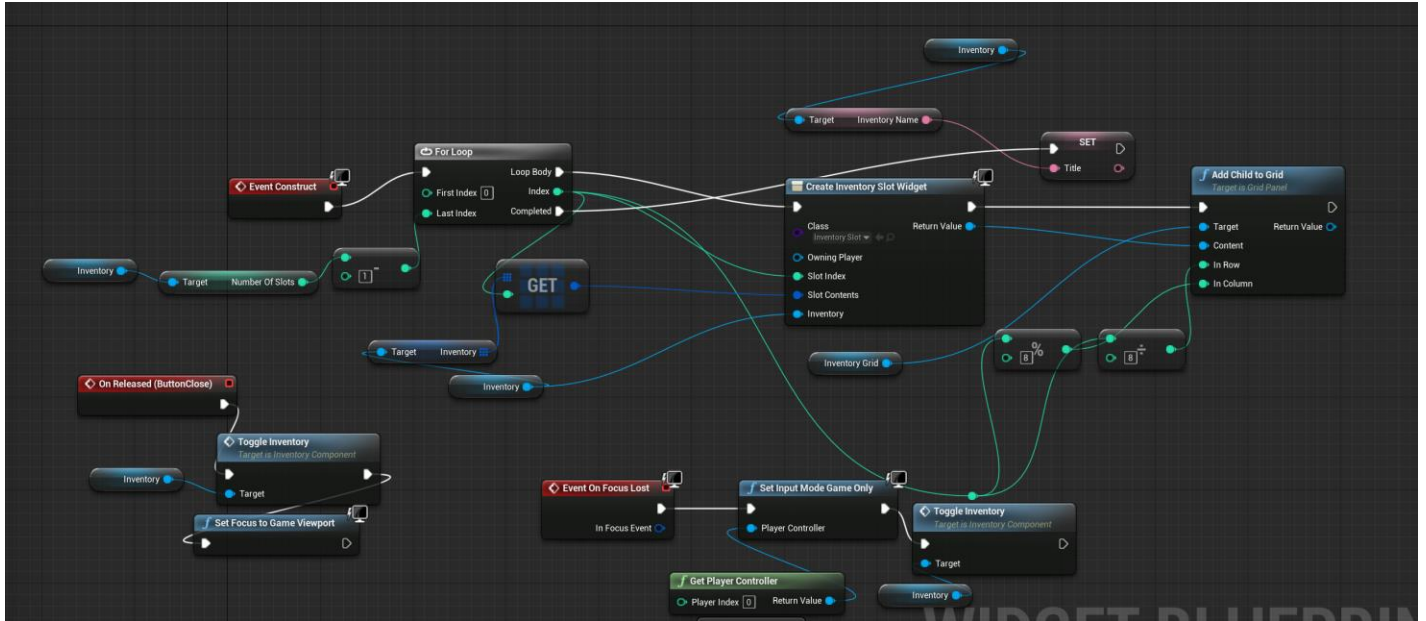
Item Class Interact Event



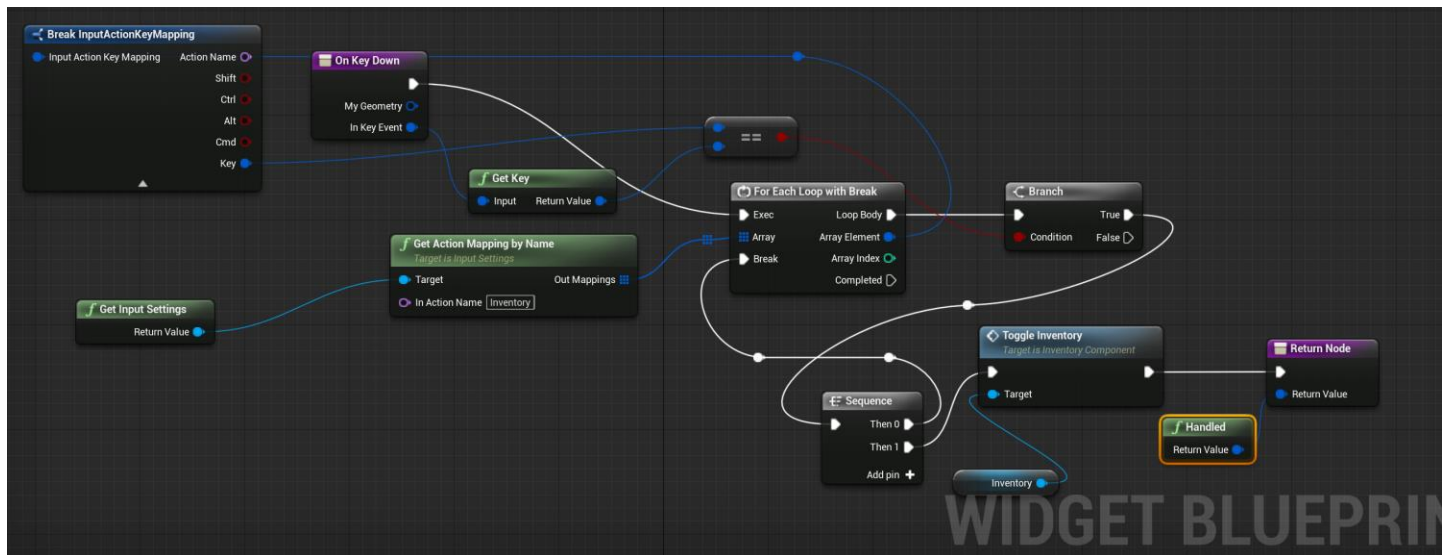
MyPlayerController Class, Triggers HUD Inventory Display



Inventory Window Events, Construct, OnClick, and FocusLost



Inventory Window, On Key Down



Constructing the Slot Structure, getting the quantity Text

