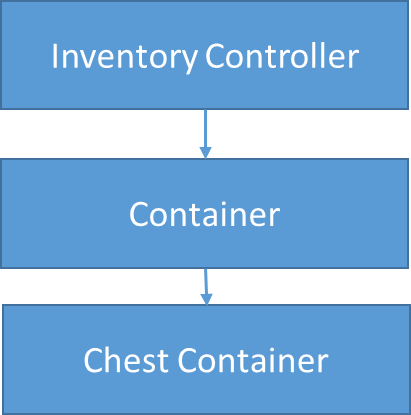
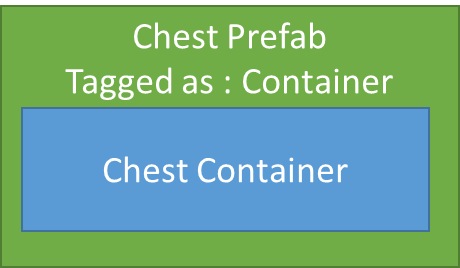
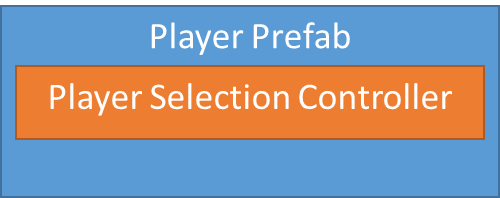
# Overview

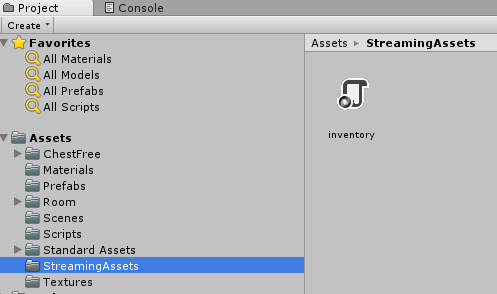






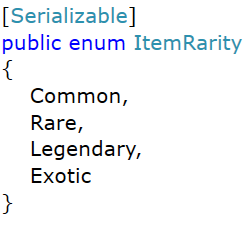
# INventory Data

* Create a new folder called StreamingAssets
* Add the inventory.json file found on Moodle to this folder

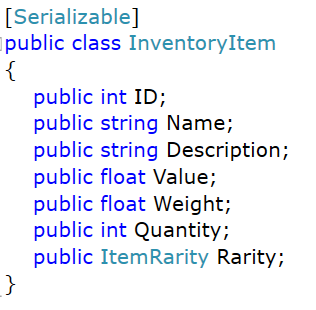


# Model Updates

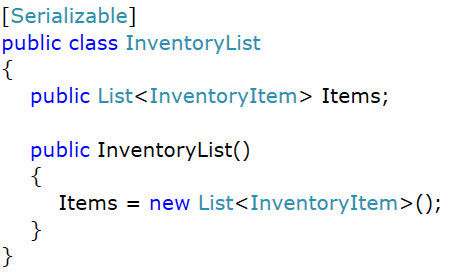
### Item Rarity



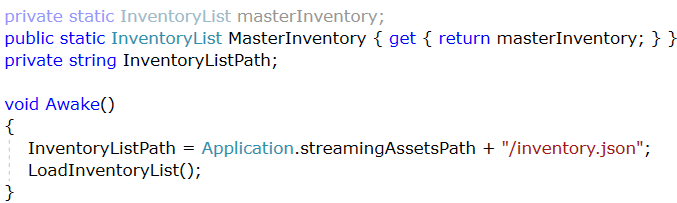
### Inventory Item

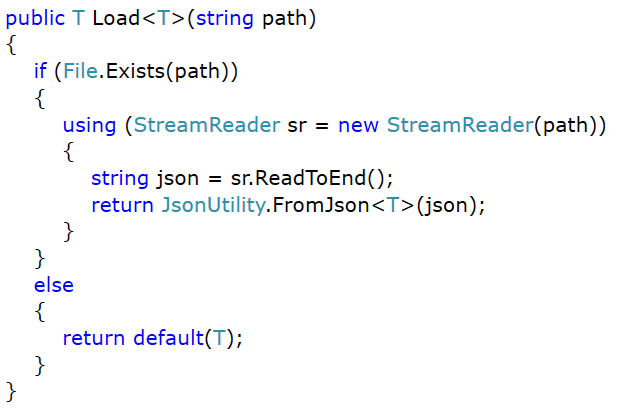


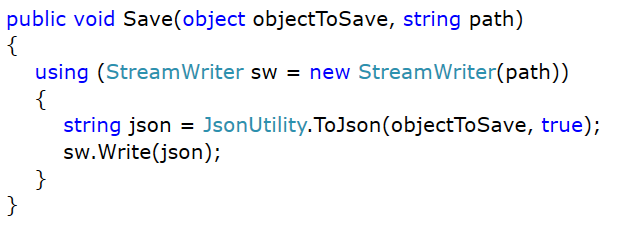
### Inventory List

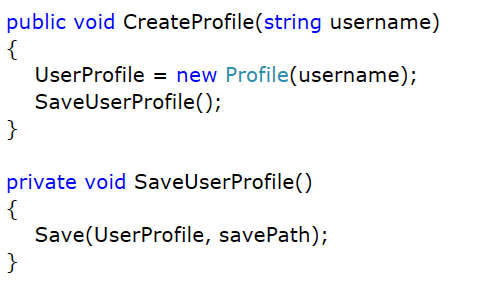


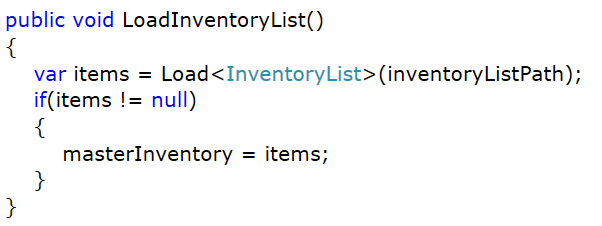
# Game Instance

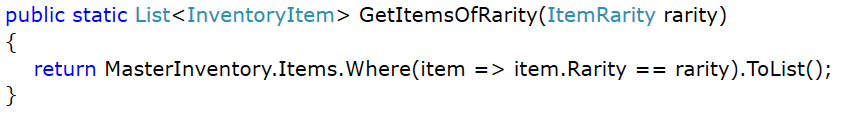


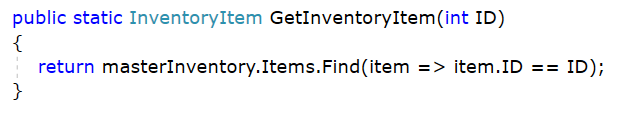




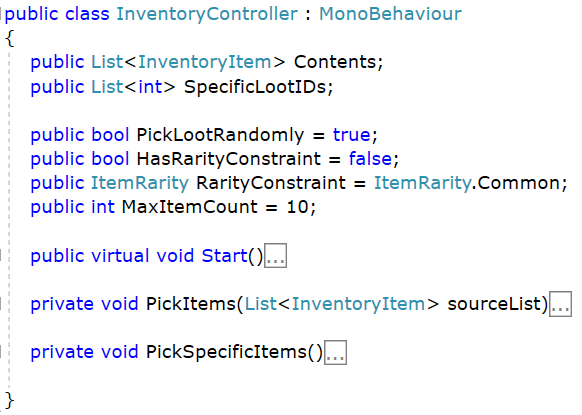


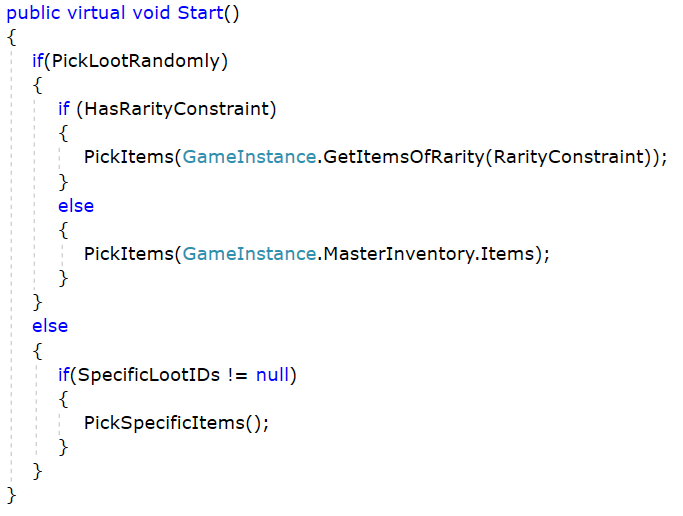


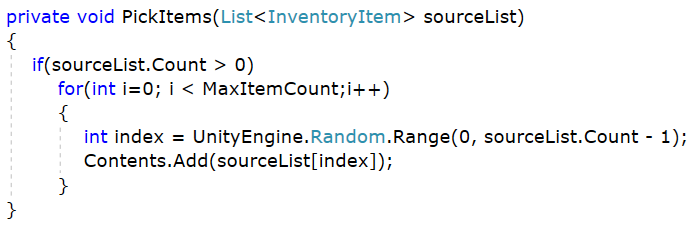


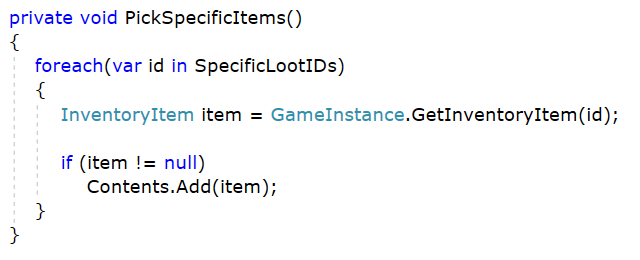


# Inventory Controller

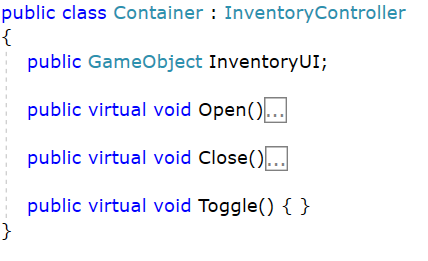


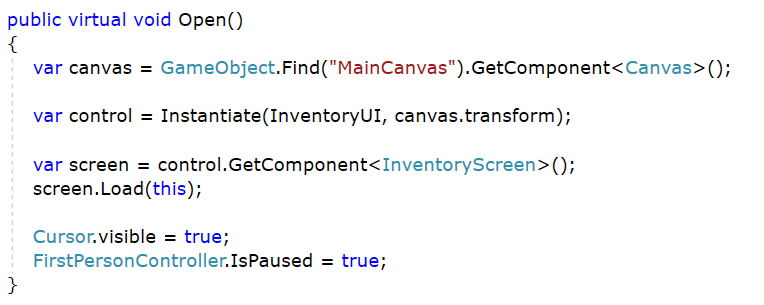


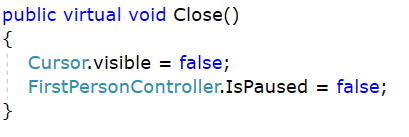




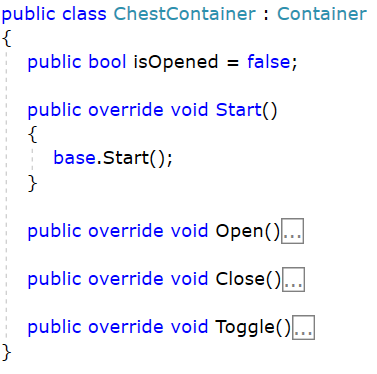
# Container

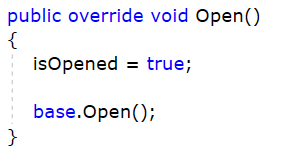


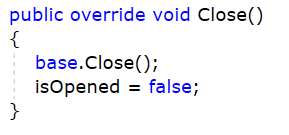


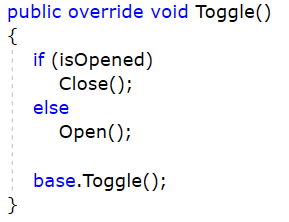


# Chest Container



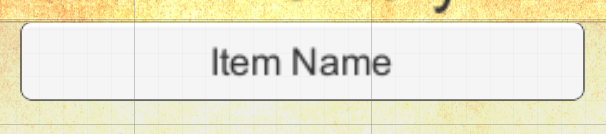




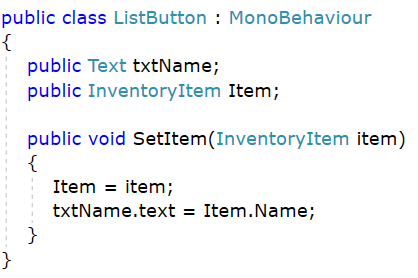


# Inventory Screen and List Button

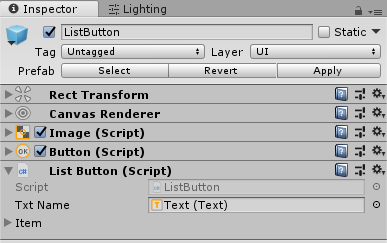
## List BUtton



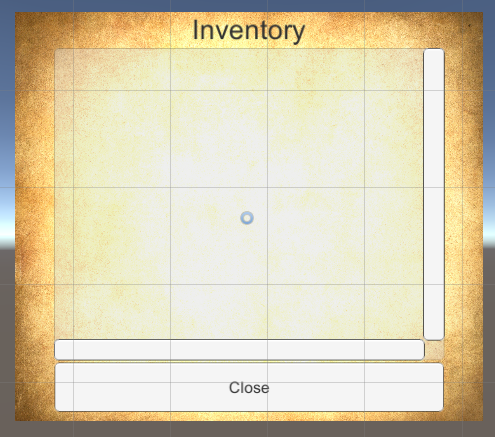
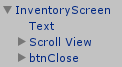
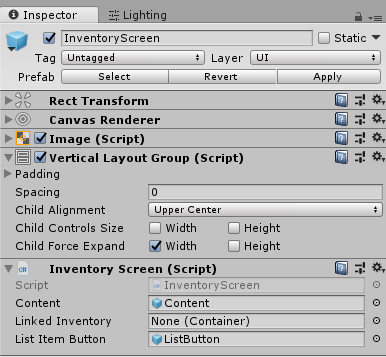
## Code



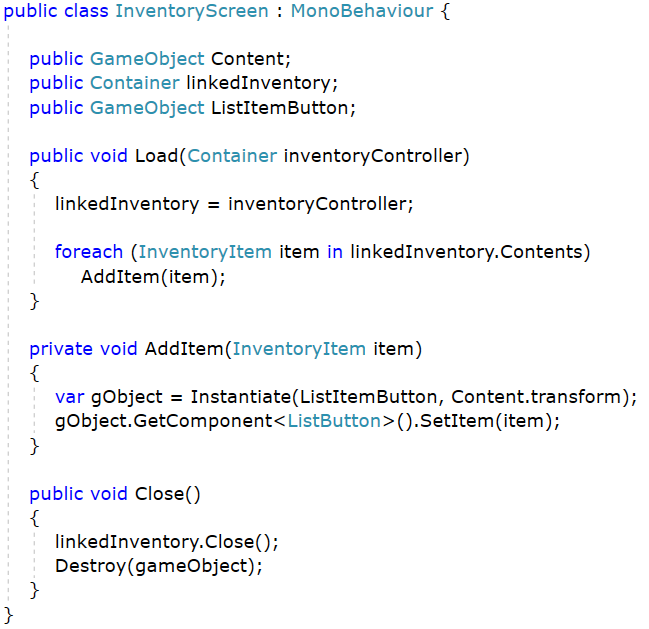
## Components



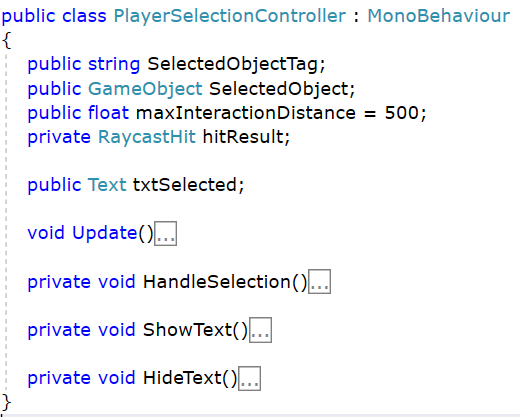
## Inventory Screen

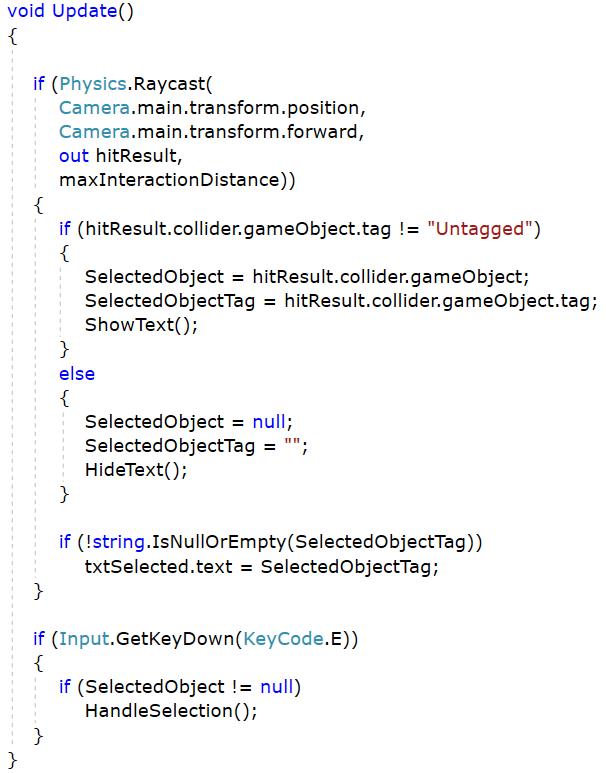
 

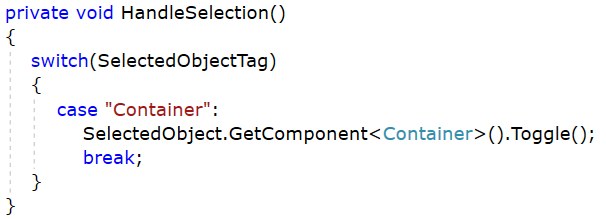
## Script

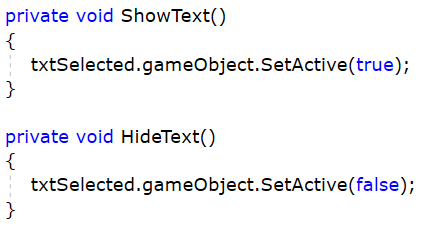


# Player Selection Controller



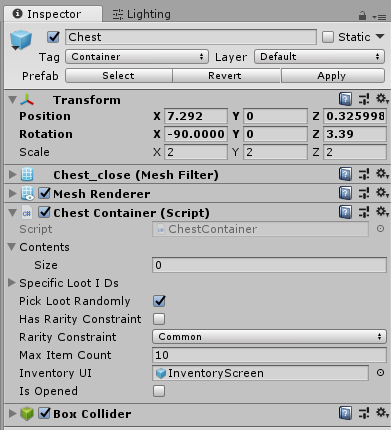






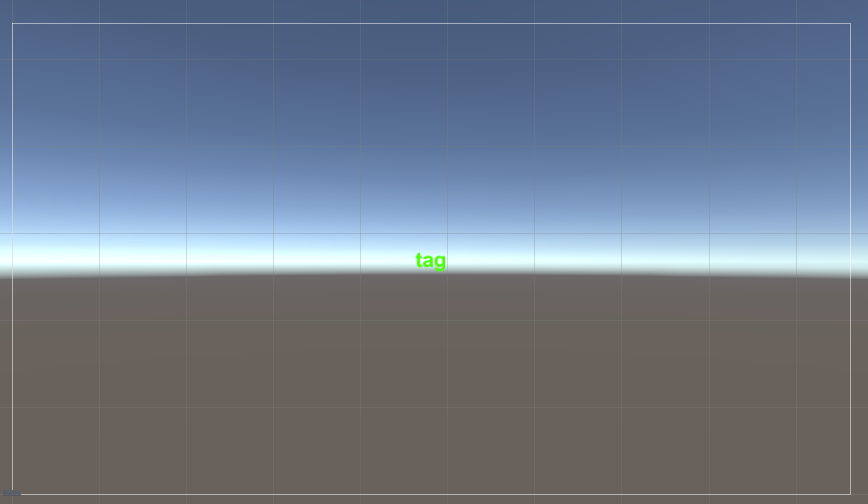
# Chest Object





# Canvas





# Player

