* SOItem.cs are used to create items as assets on the editor
* Item.cs (it’s on file as SOItem.cs) is a serializable class that gets the informations from the scriptable objects SOItem
* SOItemDatabase.cs holds a list of all the items in the game. It also holds a dictionary with
* SOInventory has the AddItem function that adds an Item to an InventorySlot. It also has a reference to the database and a Inventory variable, which contains the list of InventorySlots (Items). It has load and save functions that save the class itself, saving all the fields.