

Inventors

- maxWeight
- currentWeight
- size
- background
- backgroundTexture
- slots
- cells
- draggedItem
- originalPosition
- originalSlotIndex
- isDragging

- + Inventors()
- + ~Inventors()
- + addItem()
- + removeItem()
- + getItem()
- + getCurrentWeight()
- + getMaxWeight()
- + draw()
- + initializeCells()
- + update()
- + handleInput()