InventoryManager

+ vector< string > potion_inventory
+ char c_health
+ char c_shield
+ char c_health_potion
+ char c_shield_potion
+ char c_magic_potion
+ unsigned int inventory_index
+ bool inventory_open
- string utilities
- string weaponsAndArmour
- string trinkets
- char potion_chars
- char weapon_chars
- bool highlight
- bool on_title_screen
- vector< string > weapon_inventory
- vector< string > armour_inventory
- vector< string > trinket_inventory
- vector< string > utility_inventory
- string item_picked_up

+ bool InsertIntoInventoryManager(ITEM_TYPE item, char nextMove, Player &p, UserInterfaceManager &ui)
+ void RemoveFromInventoryManager(ITEM_TYPE item, char nextMove, Player &p, UserInterfaceManager &ui)
+ void InventoryStart()
+ void InventoryControl(char action, ConsoleRendering &r, InventoryManager &i, ConsoleWindowManager
 &c, MapManager &m, UserInterfaceManager &ui)
+ void UsePotionSelected(int potion, Player &p, ConsoleWindowManager &c, MapManager
 &m, InventoryManager &i, ConsoleRendering &r, UserInterfaceManager &ui)
+ void DropItemSelected(int type, Player &p, ConsoleWindowManager &c, MapManager &m,
 InventoryManager &i, ConsoleRendering &r, UserInterfaceManager &ui)
+ void InventoryInput(ConsoleWindowManager &c, MapManager &m, InventoryManager &i, ConsoleRendering
 &r, UserInterfaceManager &ui)
+ void UpdateInventory(InventoryManager &i, UserInterfaceManager &ui)
+ int GetInventoryHeadingLocation(string s, UserInterfaceManager &ui)
+ string CurrentInventoryIndex(InventoryManager &i)
+ string AddSpaceAndEnding(string input, UserInterfaceManager &ui)
+ ITEM_TYPE WhatIsItem(char letter)