**UC 15 – Pickup Item**

Player hits “F” key

• Unity checks for trigger collision and executes the internal OnTriggerStay function for the PickupItem class attached to the game object.

• The PickupItem class requests the PlayerManager class to add the item that its attached to, to the player’s inventory.

• PlayerManager class attempts to add the item, if there is room in the inventory and then returns control to the PickupItem class.

• PickupItem class terminates the object (if its been picked up) and thus goes back to Unity.