Inventory Menu

1. Pre-setup (Create all Widgets, BP, add some stats to Player Character)
2. Create the standard trio layout (health, energy, mood)
3. Inventory Button widget – Bind image with new texture var. Event dispatcher with int for slot.
4. Create Inventory Menu Horizontal box in main GUI. Add uniform grid panel w/ inv. Widget
5. Disable Is enabled and visible to inv. Box in main gui. Add bool and ESlate
6. Action Context menu created in main menu – Eslate variable for visibility
7. Create Custom event for refreshing inventory:
   1. Create a inventory active bool, and set it to true
   2. Create an struct array variable based on the struct created at beginning
   3. Drag all inventory buttons into event graph and make an array
   4. For each inventory button, check the index against the struct array length
      1. If greater or equal to length, return false and set inventory image to null
      2. If less than or equal to struct length, get the struct item at the same index
      3. Break the struct item
      4. Set the inventory image of that struct to the inventorys button index from the for each loop.
   5. For each inventory button in the array, use a for each loop to bind the inventory’s button clicked event using it’s dispatcher
      1. Dispatch event will make the action menu visible
8. Create button clicked events for the action menu buttons
   1. Each will need use the BP interface created, and remove an index from the struct array upon clicking on action button
9. Create Pickup Text Widget BP
10. Add functionality to the Pickup BP (I believe this is where you right click on a struct element and mutate it to set members to struct item).