Inventory Menu

1. Import Pickup item models and 2d texture icons, assign materials
2. Create all empty script items / variables needed for Inventory
   1. Add Health, Mood, Energy float variables to Player
   2. Create a Structure with aactor, texture2d, text, text
   3. Create a BP Interface for Action Menu (Use, Drop)
   4. Create 3 Widget BPs (Main, Inv. Slot, and Pickup Text)
   5. Create a Pickup BP w/ basic pickup mesh and trigger
3. Create basic player stats GUI (Horizontal Parent -> 2 Vert boxes) in Main GUI
4. Create / Fill Out Inventory Slot GUI
   1. Texture 2d, Integer variables, Dispatcher with integer input
   2. Bind Image (Draw Brush), Bind Enabled Button (Is Valid)
5. Create Inventory GUI in Main GUI (Vertical->Text->Uniform GridPanel)
   1. Add Inventory Slot GUI to Uniform Grid Panel (fill in appropriate variable info)
6. Create Action Menu GUI in Main GUI(Vertical->Text->Buttons)
7. Create variables in Main GUI
   1. InventoryMenu, InventoryActive, InventoryVisible, ActionMenuVisible, ActionText, InventorySlot\_Clicked, and an InventoryStructArray.
8. Fill out 4 functions in Main GUI – Refresh GUI custom, Use button, Drop Button, and Cancel
   1. Refresh GUI - For each successful refresh, bind event to each inventory slot button via the dispatcher created in the Inventory Slot GUI and make action menu visible.
   2. Use – Get Inventory Array item via the inventory slot clicked integer, use BP interface to Call the Use function via message system. Remove Index, Refresh GUI, and complete.
   3. Drop – Same as use except needs a reference to the player character
   4. Cancel/Action complete – Inventory Active is true, Action menu is hidden
9. Create / Fill Out Pickup Text GUI (Horizontal box with Text Box) – set text via text variable
   1. Create pickup text text variable, and pickup actor aactor variable.
   2. Begin play – set alignment in viewport(0.5, 0.5)
   3. Tick – set visibility, set position in viewport. PlayerController->ConvertWorldToScreen.
10. Player Character BP (Setup dispatcher for pickup, Set a key for inv., Call a BP Interface Event)
    1. Create an event dispatcher and bind it to a key, check for inventory full before calling it
    2. Bind a key to enable the inventory, create local Boolean, enable mouse cursor
    3. Enable BP Interface on Character class, Drop item, set actor hidden, enabled, transform
11. Create / Fill Out the Pickup Item class BP (This is where the item is actually added to inventory)
    1. Variables: Inventory Item struct, character, IsInRange bool, pickupText WDGT, add stats
    2. Overlap the trigger of BP to enable is In Range and enable the pickupText WDGT
    3. On Begin Play set members of struct, Actor is Self, Struct Ref is the inventory variable
    4. Break Inv. struct, Set the pickup actor and pickup text of the PickupText WDGT from this
    5. Ref the player character, and assign a dispatcher for adding items to inventory
       1. Check if Is In Range and Actor Enable Collision is true
       2. Get Inventory Array from character and add this BPs struct variable to that Array
       3. Remove PickupText from Parent, set Hidden, disable Collision, refresh Inventory