Inventory system works

Needed scripts:

* ItemController: Located at: Assets>Scripts>Objects
* Item: Located at: Assets>Scripts>Objects

Objects needed:

* Inheritance Item

The inventory script works with a grid. In this grid, there are multiple slots. Each slot is filled with an inheritance. These inheritances hold information about the icon to use and the name of the newly created object that is added to the slot.

To use this script, create a manager and attach this script to it. Connect the correct objects in the Inspector (e.g., fill the grid with the grid, etc.).

## Adding more slots

## If you want to add more slots, you can simply copy and paste a slot. This will automatically give you more space to add objects, as the system checks if the grid has an empty slot.

## Adding a new inheritance

Make sure that the inheritance has both a picture and a name. Using the Item Controller script, you can ensure the correct inheritance is connected to the right game object.

# Adding addons effects

Used scripts:

* PickUpAnimation: Located at: Assets>Scripts>GameFeel
* Inventory Located at: Assets>Scripts>Objects

Put the right particles and sounds in the inventory script inspector.

**Note:** The particles and sounds are reused. This means that if an object is picked up faster than the particle animation can play, the particle animation will not be played, or it will continue at a different location without restarting.