Inventory Economy Management System

MVP1 – Main Store Database that can hold and have items added to and subtracted from.

- Item Card: ID, Name, Notes, Cost, Location
- Interface window that opens up by button that respects permissions. GM can open. Players must be granted permissions to open.
- The ability to define a currency by name or multiple currencies. For the Item Card Cost to reflect the currency configuration. Allows purchases in later MVP.
- Only GM can add and subtract from the master store database inventory.
- Players will be able to Buy/Sell from the master database at later MVPs.

MVP2 – Inventories are Actor based and Items can be purchased from the Main Store Database and placed into Actor based Inventories.

- Window that has Main Database Store can be opened by Players who can then purchase an item from the store by paying in the currency. Actor Currencies are tracked separately and transactions by purchasing from the Main Database Store are logged AND accurate.
- Allows Players to sell items from their inventory to the main store at 50% of cost price.

MVP3 – QoL Tools – Macros or command like tools available to the GM for all actors, and to Players for actors they control.

- Pay Currency to and From the GM to Actors and between Actors. Actors currency updates and tracks appropriately. Allow a reason to be stated for the payment.
- Transfer Items from Actor to Actor with logging.
- GM Can Charge an amount with a reason into the chat and any player can respond by hitting the pay button to pay it.
- GM Ability to give any Inventory item to any player without charging a cost.

MVP4 – The ability to drag an item from the Master Database Store and create an Item Card in the Foundry Items area with attributes mapping as appropraite.

MVP5 – The Ability to place an object container on the Canvas that players can interact with if they are within 1 grid square of the container and take items from that container to place in their actor inventory system without paying.