Inventory Manager

### Descripción

**Files:** CGFInventoryManager.cs

**Path:** "CGF/Systems/Inventory"

## Description

Responsible for managing all inventories added to the same GameObject as itself.

## Reference

No public or serialized members detected.

## Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.