Hello, I'm Bruno Fogaça de Almeida Scachetti, and this is a little prototype made for Blue Gravity Studios and the LSW Team.

The way the game is structured is that every script has it's own function. This ensures reusability and scalability. The game uses Scriptable Objects to make sure the Game Designer can easily implement new items on his own. Starting with the player input, the game implements Unity's New Input system, which makes it easier to implement new controllers and even change keybinds if needed, but for this prototype, a simple control scheme for the keyboard was implemented. It then calls events, which other scripts are subscribed to. The movement, as an example, reads it as a Vector2 and translates that into the player's RigidBody2D movement. The interaction system is made by keeping track of every active object that has the IInteractable interface implemented and, when the player presses the Interact key, it checks if there's any interactable nearby, and if so, which is the nearest interactable. For this game, however, there's only one, the Shopkeeper. An inventory system was made by having a class (Inventory) that can store a list of InventoryItems and money. A cut feature would be that the shopkeeper could run out of money as well as having an inventory of their own, though sadly, due to complications, it had to be cut.

As for my opinion on how well I did, and being brutally honest, I believe I could have gone better, had I taken the first afternoon to properly plan the development, and had I not basically lost 2 days building and rebuilding the inventory, I believe I would be able to deliver a more polished game/prototype in the same deadline. All things considered, however, I do not believe I did too poorly.