Project Overview

I rebuilt this small island-quest game in a new Unity URP project. The
old version was made with a much older Unity, so trying to upgrade it directly would
have broken many things. I chose to start clean and copy features step by step; you can
see that path in the commit history.

Main tasks

- Get the player moving, looking and talking to the four villagers.

- Bring back the photo camera and the photo book.

- Add a slot-based inventory that supports drag-and-drop,
  consumables and quest items.

- Make sure the game keeps the inventory between sessions.

I finished the core loop first; talk to each NPC, finish a tiny quest, then unlock
the chance to photograph one of the four island creatures. When all four quests
are done, the book shows every picture and a victory star.

Inventory and save system

The inventory uses simple data: each slot holds an ItemDefinition and an amount.
Items are ScriptableObjects stored in Resources, so the game can load them by ID.
Slots are drawn in a GridLayoutGroup; a small script handles drag, drop and right-
click consume.

When you close the inventory, or when the game quits, a JSON string of all slots is
written to PlayerPrefs. On start, the manager checks for that key and rebuilds the slots.
Press F8 clears the current session, F9 deletes the saved data. This was enough for a
quick prototype and keeps the code short.

Time and tools

Given only a single 24-hour block, I focused on delivering stable, core functionality, so I
reused ideas from earlier projects and let PlayMaker handle some state changes. I'm
happy with the result. I also used AI autocompletion to speed up repetitive code. If I
had more time I would add a title screen with a short tutorial scene that
introduces the controls and guides new players through the first quest naturally.

Controls

- WASD move
- Mouse lookF interact
- Q open bookC camera
- Right-click consume

- •F8 clear current inventory
- F9 clear saved inventory