

TASK REVIEW

For this small prototype I first started by organizing the Unity project and GitHub repository to ensure an optimal start and then began developing the game system, starting from the basics: player movement and environment interaction.

I first approached the many tasks by breaking down the required features into manageable components. I prioritized functionality over aesthetics initially, focusing on core mechanics.

As for the shop interaction, I opted to use a dictionary to manage the items, so it would be easier to store many parameters in one go. The initial dialogues are stored in a different dictionary as well, calling the key from other methods and getting the full text instead, simulating a .json file.

I also created three main scripts for item management: Shop, which took care of the buying and selling part, Inventory, for keeping track of bought items and the options they had (selling an item in inventory, equipping it) and Item Data, that initialized the item dictionary and made it so it could be easily accessed by other scripts.

For the visual part, I made UI panels for the shop, inventory and HUD. These and their features are set by each corresponding script. Also, I took an asset pack from the Unity Asset Store for no particular reason, just personal liking.

I must admit I first got it wrong, which made me lose a great amount of time trying to fix something that I ended up discarding.

In terms of personal assessment, I believe there are some things I could've done better but am satisfied with the final result, given the time period and problems I encountered (that were my fault).

This was my first time developing these kinds of game mechanics (shop management) therefore if not all, most of the code was written during the interview period.

****OPTIONAL READ: What I'd do better / add / change**

First, I would add the option to unequip an item and be able to sell it. I believe I had the system to do it but ran out of time and prioritized getting the requested features to work.

Second, I'd add more items to the store and ensure that, if an item has been bought but then sold, it re-appears in the store to be bought again if needed.

Third, I'd add the option to get more money from other tasks, for example finding money inside the chests that were placed all throughout the map.

And fourth (*not because there are no more issues, but because there's always a chance for improvement and I do not wish to go on forever*) I'd make sure the code is scalable. I tried making the scripts as reusable as I could, but as I said, there's always a chance for improvement and I've got yet to learn more about it.

****PERSONAL MESSAGE**

Finally, I'd like to thank you, reader and team, for this opportunity, for it has given me a new experience to learn from and I most certainly have.