With this project, my main goal was to achieve as good of a project architecture as possible within the given time frame. The game is controlled by the main script - GameplayManager which holds references to most of the objects in the scene. To avoid too many connections between objects in the scene, scripts communicate mostly through the GameplayManager or by using events. Most scripts don’t have Unity’s Awake or Start methods, but are instead initialized by the GameplayManager to avoid any possible race conditions. I tried to structure the project in a way which allows easy modification and scalability. The object data is done through scriptable objects to allow easy changes and avoid too many prefabs and prefab variants.

Given the limited development time, I had to cut some of the features I first intended. The game lacks visual design and there is no audio at all, since I wanted to focus my time on developing the code as well as I could.

The character controls are pretty standard for keyboard games. Item interaction is done through trigger collision detection. The approached item becomes active and by pressing the “Use” key (F), the player interacts with the object. In this project there are two types of interactive objects: clothes and the cash register. Clothes can be approached and equipped, but they aren’t purchased until the player approaches the cash register and pushes the “Use” key. If they have enough money, they are charged for every piece of clothing they are wearing which they don’t already own. If the player approaches the cash register wearing only owned items, they are not prompted with any cash register interaction.

The gameplay is very simple, but it wasn’t really my goal to dedicate too much time to gameplay design since I decided to prioritize code quality.