

System documentation:

This document will cover the 3 main systems present in the project presented, which are: Real-time character customization system, World Interaction system and Shop system.

- RT Customization: This system has an inventory system working with it which uses the “E” key to open and the mouse to select the desired clothing item to equip and display on the character. The inventory of the character itself can be expanded but doesn’t update on real time and only when opening the inventory screen. This is intentional.
- World Interaction: The character can move using the default Axis system present in Unity (WASD and Arrow Keys) it can also interact with the present NPC in the room. This system can be expanded and even abstracted into an “Interactable” abstract class if desired.
- Shop: The shop system works with the current gold of the player’s inventory. This gold is reduced by the amount of the value of the item clicked on. To open the shop the player has to press the “Q” key and then use the mouse to select the desired item and (If the player has enough gold) buy the item.

Personal assessment: I would love to have more time to do this. With only 48 hours and dedicating around 20-24 of those 48 hours to the task, it wasn’t enough time to plan the systems ahead so I had to do them on the run which decreased hugely the quality of the code. As a conclusion, I prioritized competition over quality so the systems work but the code is ugly, however I tried to the best of my capabilities to maintain quality while making the systems work together. The code is ugly and I’m not happy with it, especially with the documentation (Like code commenting and definitions) about it, but it works.