Development Explanation by André Pundek Scapinelli:

I began by developing a code to handle a character's attire, using the scriptable object structure to generate diverse add-ons, all with the same structure but carrying distinct variables. Once this code was completed, I proceeded to work on the character concept code, which may be operated by either a player or an enemy AI class. I subsequently crafted a control code for the player, as well as one for the AI. Once, I had a character who could walk, run, attack, and change outfits. To enhance the gameplay experience, I developed a shop system inspired by the latest Zelda game. When the player enters the shop, the items are displayed, and upon approaching a desired item, a pop-up appears with the item's details and the option to buy it.

Considering that this is a prototype game, I believe that the conditions for winning and losing have already been established. Therefore, I've designed two areas - one for the shop and the other for combat - in which the player can earn coins that can be accumulated to purchase better enhancements.

I utilized:

- Animators (in the animation control).
- StateMachineBehaviour (within the animators to control combat).
- UnityEvents and Delegates (in the UI controls).
- Collider2D (for object interaction and combat).
- Singletons (To access global classes)
- Scriptable Objects (to create different add-ons with varying attributes but the same structure) were utilized during a two-day challenge.

It was not a typical gamejam, as it required using my free time - and even sacrificing sleep, haha! However, I was determined to get it done in a hurry, and I tried to build it in a way that would be scalable over time. Also, you can read the README file inside the github, in each, I created a to-do list for the project.

I know that I can improve the combat, create feedbacks for all events (new item, get hit…) also to implement a save system (by serialization and saving it in a JSON format to playerprefs), saying that for the last commit (08/25/2023).