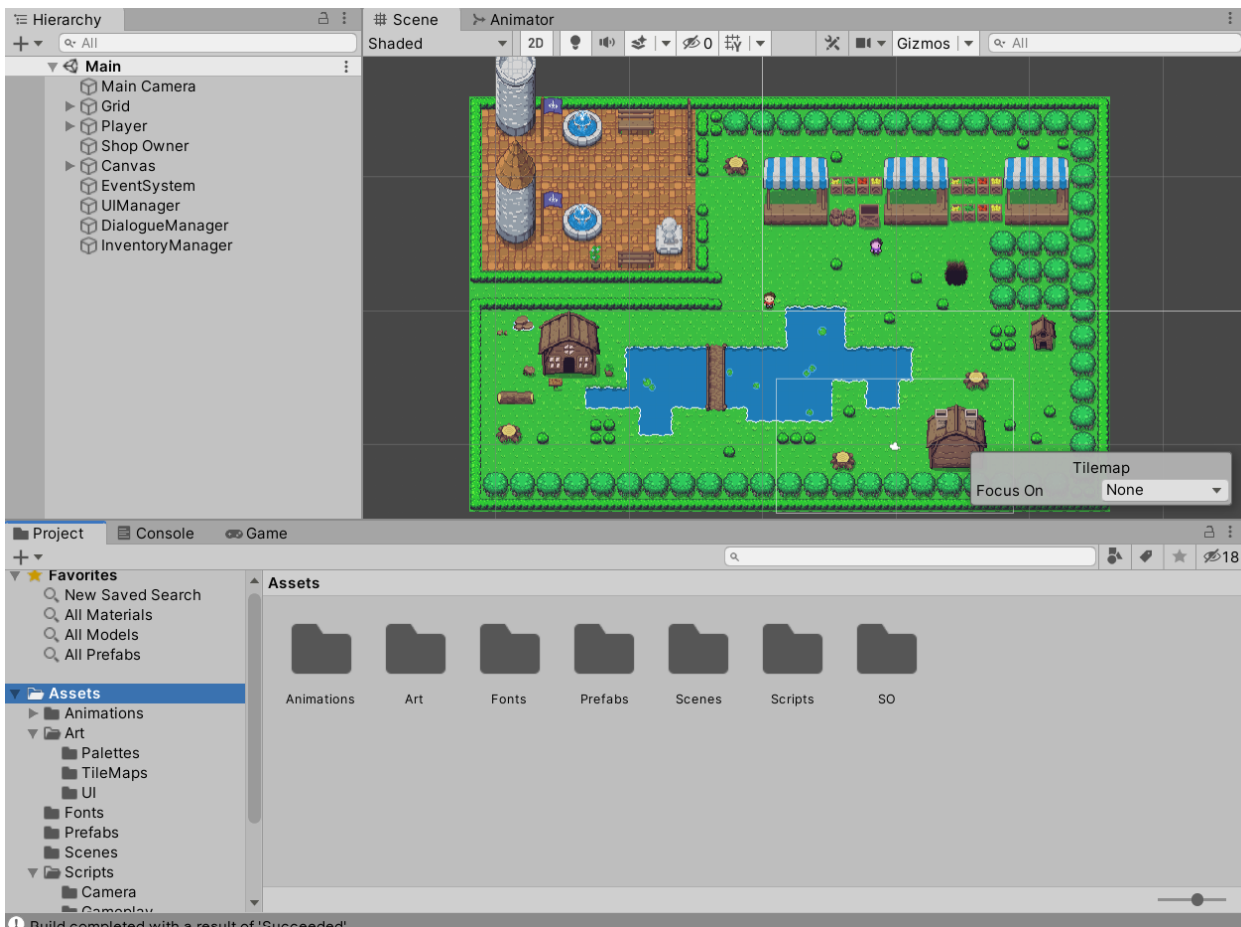


Project Documentation:

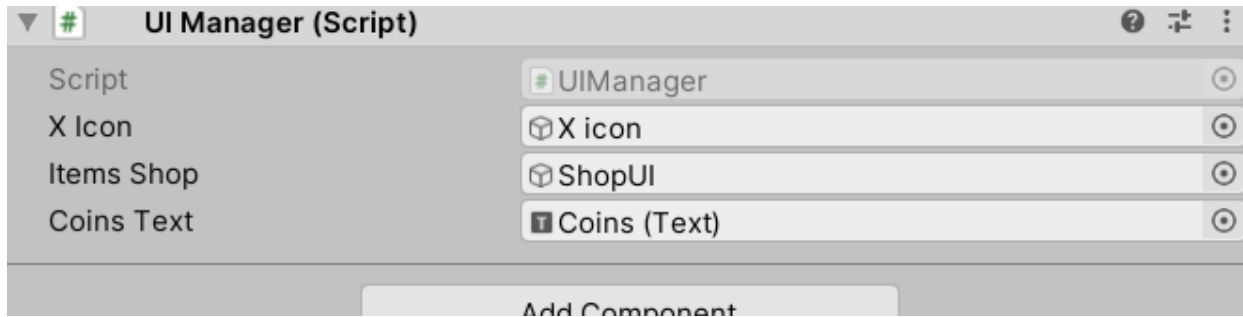
how the system works

● 1- Scene Structure



The game is a tile map based scene with Manager Objects to control the gameplay

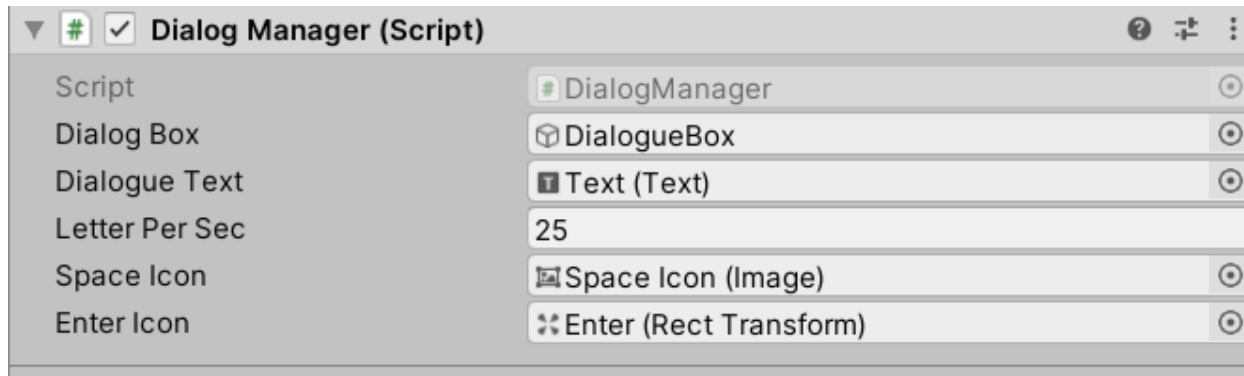
1-UIManager



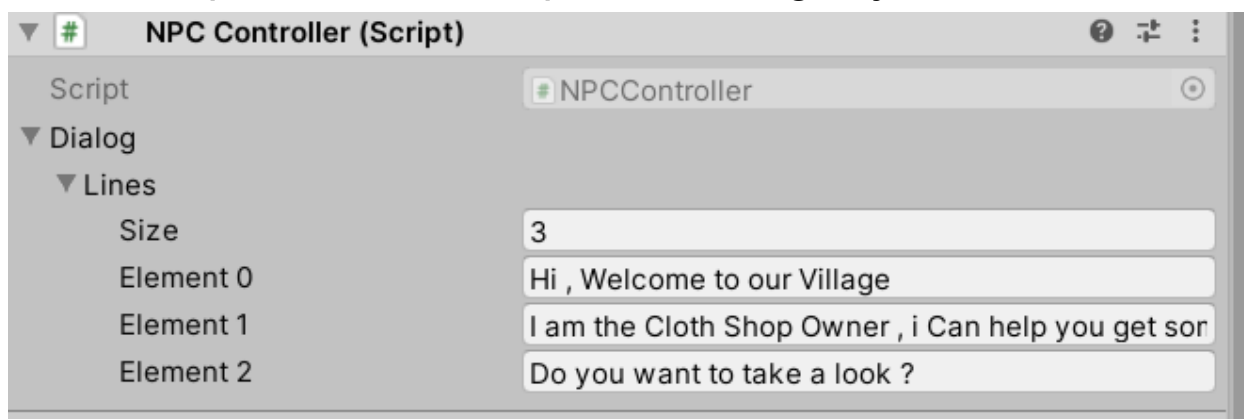
It controls the coins ui update , shop opening and closing , x icon when the player come closer to the seller to allow interactions and starting the dialogue



2-DialogueManager

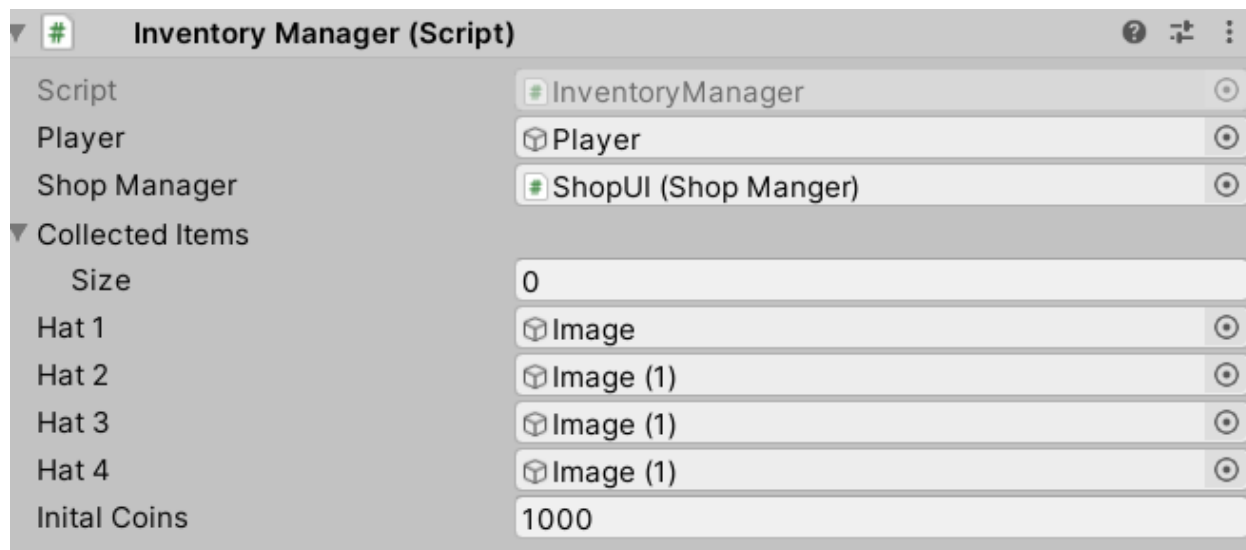


It controls the dialogue and input keys on it and get the dialogue lines from the npcController Script as a dialog object with list of lines as follow:



, handle animating typing , sending the player choice to the player controller to resume with opening the shop or closing the dialog box and continue with the normal gameplay

3-Inventory Manager



It controls items with the player and items he buy or sell from the shop , also the coins the player has



- your thought process during the interview ?
- **Challenges Faced**

- I wanted at first to switch the character tshirt and pants but since no bones in the assets used to manipulate this easily by using skeletal animation , i went the other way for the demo using overlay image and replacing the sprite on it since i am using a spritesheet for animation and had 2 option to change the character cloth by manipulating the texture at runtime or remove the colors from the asset i have and add colors only on the texture using texture mask but due to the time limitations and no specific option required i used the easier option which is replacing the sprite image overlaid on the the character
- **your own opinion on how well you think you did ?**
- For the time limitation i think i did a pretty much very good progress to the prototype to be a fully working , polished and a bug free initial product .

Eagerly Looking forward to your review and opinions ,

Thanks

Andrew

Email : andrewtarek27@gmail.com