

For the prototype I've created six scripts. The first of them was the player controller script. This is a simple script that uses the RigidBody2D component for the movement. For a better game experience I created a clamp method for the x and y axis. As a result, the player's diagonal movement speed is the same as the horizontal or vertical speed.

The second one is the dialogue controller script. I've chosen the TMPRO for a better result. The script contains an IEnumerator function for an animation on the texts from the box. The script is completely scalable and can be used for different NPC's on the game.

The next is the shop controller script. This script isn't really scalable because each new skin needs three different variables and they need to be set manually. The script verifies if the player has enough balance to buy the item, if the player has an item to sell or an item for equipment at the same time.

The inventory checker script and the balance script are just simple scripts for UI. The inventory checker uses the information of the shop controller scripts and sets if the buttons for equipping the clothes are interactable or not. The balance script just shows to the player his balance on the interface.

The last one is the skin changer script. This script uses the AnimatorOverrideController for changing the animations and sprites of the player. It has a different public function for each skin and they are accessed by a button on the UI.

I really liked this test, it was really funny. I believe that I made a good prototype. If I had more time to work on that task the first objective is make the shop script scalable using a system with classes and lists.