

# Dev Report

## Planning

Initial planning upon reading the email which I read up on about 10 hours after I received the email since I was asleep when it arrived, to which I immediately went on to refresh myself on paper doll setups in Unity and trying to understand the Assets provided. The order of tasks was supposed to be:

- 1.) Paper doll setup for unit.
- 2.) Testing of the paper doll and animator.
- 3.) Store coding and testing.
- 4.) Store UI coding.
- 5.) Store Ui functionality test.
- 6.) Unit and NPC setup
- 7.) Player Input control handling
- 8.) Audio.
- 9.) Juice.
- 10.) Bug fixing.

## Development

During the starting development I started to create the initial scripts for all the data to be used. Though I was only planning on using the paper doll, avatar scripts I ended up coding scripts of the items and inventory, which I took from an older project and refactored (I only took the inventory script). Sadly, I lost track on how much time I spent on the refactoring of code, and consistently trying to fix a bug with the animation where the left movement is not flipping properly.

Additionally, I ended up over complicating a bunch of my code, and it took too long to setup and test, which is the main reason for me not being able to complete this task.

## System

The System I wanted to make was to create a Manager-Handler System where managers are the main interactivity point of other scripts to access the instances of objects that relate to features of the game. Handlers become sort of the gateway to access said managers.

in the case of such Store is stored in the StoreManager with a StoreHandler as a key to access said store.

Using UnityEvents as a means for UI to access the key events that can trigger the popup of the UI for said features.