

- About the system:

Every item is being saved as a Scriptable Object containing info such as name, description and price.

A global script holds all items in an array.

A canvas script is responsible for managing UI, when the game start, it populate the screen including every item in a grid layout, and also updates the info, and handle button presses.

At every button interaction, the buy and equip state is saved on disk and later loaded next time the game is launched.

- Thought process:

My priority was canvas, I consider this the base and wanted to make sure the system was working before implementing the rest. When the canvas was done, all logic and rules involving buying and equipping were tested and ready. Anchors were used to guarantee a consistent layout in multiple resolutions.

After this I wanted to work on the character, loading and updating the equipped item and a way to open and close the shop screen.

My last task would be a better interaction system and letting the player talk with the shopkeeper.

Depending on the time remaining, I would improve the UI, creating categories (head, body, legs).

- My opinion:

I knew my free time would be limited during the week, but though I could compensate during the weekend, at the end it wasn't enough to implement every detail, but I won't try to give excuses, I understand the project will be delivered incomplete and this may affect my result.

The code ended up not being commented because I was focusing in implementing everything I could in the time frame provided.

I liked this task and probably will finish it anyway to be used as portfolio.