

I made a pretty simple and unpolished system.

As I'm not an artist myself I made the wrong decision to use Unity's Tile Map system, which I've used only once before, because I had some assets I could use to avoid creating them from scratch, but it cost me around 3 extra hours to tweak and roughly polish the tiles and character specially.

I used the subclass sandbox pattern for interactions, there were around 5 interactions planned where each would have cost around an hour to implement once the system was tweaked and polished, but the Pick Up Interaction works fine, it shows the flexibility and scalability of the system.

I started working on the inventory and regretted some choices along the way as I was abusing Scriptable Objects while trying to make everything easily accessible. Once I detected this I changed the system and things were going fine. I found a blocker in the UI swap interaction as my Inventory structure was a bit more complex than it should have, this took me a while to work around without completely re-designing the system.

I decided to make a really simple Save system due to the time limit using strings, it works but it could be a lot safer by adding serialization and by redesigning how the Inventory works.

The project lacks polishing due to the lost time in other areas, there were graphic prompts and instruction screens planned, as well as more Interactions like a shop and chests which granted Gold, as well as animated interactions such as cutting trees or mining ore, there are some base things for those in the project.