

# Interview Task

The system in the prototype has different things, first, the player has a list of “Clothes”(own scriptable object class) that represents all the clothes that the player has in his inventory, also his weapon object has the same for “Weapon”(own scriptable object class).

In the shop, I have two lists of these classes that represent what the player could ever have, you have two panels, one for buying and another for selling, you can sell whatever you have in your inventory. The items you can buy are calculated in a list of objects that you could have but you do not have, using the available items list before mentioned. All items in the shop are of type “ShopItems” (own class).

For the dialogues, I have a “DialogueBox” that is shown on the screen when the player collides with the NPC, and gives you the option of exit or going to the shop, the “Game Manager” (singleton class) has banks of sentences to be shown in the dialogue.

When I started the project I just tried to think about what I would be doing while looking for some sprites to use, I ended downloading a “dungeon game” type of atlas, so I decided to make a shop of weapons/armors, the first system I thought was to have two lists in player and two lists in the shop and exchanging items between those lists to make the buy/sell system.

Then I wanted, as an extra, to implement a very simple combat system to see how weapons works or to test them, this was also because the atlas had some enemies on it so the idea came up, the system is very simple both “Player” (own class) and “Enemy” (own parent class) inherits from “Fighter”(own class).

Mapping was done in the Tile Pallete, except for some “Interactable” (own parent class) objects, such as the chest, that gives you money to buy things, or life fountains, that regenerates life at colliding.

In plugins I used, Dotween, Console Pro, and Odin Inspector. For sprites, I used two free packages of sprites for mapping, and I bought a package for UI to Aleksandr Makarov, who wanted to be mentioned.