

How the system works

Basically, the system that I ended coming up with is a simple two inventory environment where two entities sell and buy items, these being apparel. My thought process was to make an abstraction of the Inventory term and make it so that both the user and the trader can have items that they both can exchange with gold to conduct the transaction.

The user can check their own items by pressing the 'I' key, which will show their Inventory. Then, if the user decides to talk to the trader with E, not only will this show the user's inventory again, now it'll expose the trader's. This way, we can click on each other's items and handle events separately, while both conduct the same use of events, but they are handled by totally different classes outside of the inventory.

I decided to entirely make the art by myself, giving me enough creative and logical freedom to create the system from ground up. When it comes to controlling the player, the user moves with WASD. So, depending on the direction, the current worn apparel will alternate its current sprite. This I handled by storing each type of apparel into separate scriptable object files, this way we can simply get the reference of the apparel and store it in any type of inventory, while also allowing us to wear, sell and buy the apparel.

Assessment

I had a very interesting time making this project. I am fairly used to having requirement documents handed over to implement features, so I have experience building feature by feature following the rules. I also added a few more features such as a little Cheats system to make testing easier, so that any user may experience the project in its entirety. All in all, I believe I did a good job, and with a little more time I could even refine visual details and add more apparel items.