First things first ! Thanks for this opportunity.

I've enjoyed developing this little shop system. It was a good challenge!

Well, talking about the system. I decided to work with a minimal number of entities and objects to avoid unnecessary complexity for the environment.

I used unity events to deal with specific behaviours of clicking, buying, selling and "scriptable objects" to handle data manipulation and injection since player inventory was dynamic.

I'm used to write a lot of little functions to improve readability and create different components to handle with specific functionalities. You can notice some components that has as suffix like "...Gateway". Those are components that i like to create to do some integration just to pass some information or trigger something, i think its more easy to visualize and understand this way. So i can say that I'm a "component based" fan.

# About the params

Actually I like to set them private then serialize them. The player "movement" component inside "PFB_Player" has the "_speed" param that you can test. The other params that are serialized are more like presets for the shopping system works. So they don't really need to be modified.

# About the folders structures

I usually like to create a "Core" folder that I can rely on when I'm creating another type folder to handle player scripts or enemies or items, etc.

The "Core" folder basically exists to bring a more decoupled structure between entities and have some scripts that are global that can be accessed by them.

# About the interview and the test.

I really liked it! The recruiter was very cool and very clear describing the job.

The test was cool too, a good challenge that required a good knowledge for technical and time management since create a shopping system it's not a trivious task

# About my performance

I think I've done well and I also think that I can do better because there are always things to improve in technical terms or visual terms. But we have a deadline to complete and eventually I'm gonna go back to this project and certainly I'm gonna find something that could be done in a more easy and elegant way.