System Documentation
A Tropical Town

Features

- **Player Movement**
  - The game uses an 8 Directional movement for the player for more freedom to access the **Overworld.**

  Inventory Mechanic
  - The inventory will show when the player pressed "I" and it will also close it using the same method. I've used the **MVC (Model, View and Controller**) design to achieve a fully functional Inventory system that features Add Item, Sell Item, Use Item and Update Inventory Items.

  - There is also a description section of the inventory so that when the player clicks an item using the Left Mouse button, it will display the details of the item on the description section. When clicking the Right Mouse Button, it will show a button that will say "Use" or "Equip" depending on what type of item the player clicks.

- **Shop Mechanic**
  - The shop mechanic will show when the player pressed the "F" button when their character is near the **Shopkeeper.** The shop will display all of the items that can be equipped by the player.

- **Clothes Changing Mechanic**
  - For this specific feature I've outsourced the art of the character and its clothes, I've found a very simple character creator program that helped me achieve this mechanic.

  - By using scriptable objects I've achieved the swapping of clothes to the player.

- **Selling Mechanic**
  - I've decided to separate the Buy and Sell mechanic because it's efficient to just put the sell mechanic alongside the Equip and Use mechanic on the Inventory.
  - For this mechanic, you need to go to the Town's Pawn shop at the Upper right of the town and just get close to the building. When you're close to the building just press "I" to open the inventory and Right Click the item that you want to sell, the button itself will change from "Use" or "Equip" to "Sell".

- **Collecting Money Bag Mechanic**
  - This is a bonus mechanic I made for the player to earn Money to buy Items, just collect the Money Bags in the ground and **Open the inventory and Right Click the Money Bag to earn 50 Coins.**

  - My mindset for making this bonus mechanic is the tester to have fun while testing the game.

My Thought Process

- My thought process during the interview is to showcase all of my skills to you while also learning new things along the way. My number one priority is to pass the interview and at the same time having fun while making the prototype.
- Using MVC design to make the Inventory System is my number one priority when developing this prototype, because handling of data on inventory will be easier when using MVC design.

My Personal Assessment

- If I am going to rate myself from 1-10 which 10 is the highest, I would say 9, because I really gave my all for this interview and at the same time I improved my skills but at the same time, I realized that I need to learn more to further improve my skills.