

System Explanation:

To move the character, players can use the WASD or arrow keys, while the camera can be controlled using the mouse. Scattered throughout the scene are four collectible items. Players can open their inventory by pressing the "I" key, where they can click on items to view details. The game also includes a "Save Game" feature to save the current inventory status.

Thought Process:

I began by envisioning the game's visual style. Leveraging medieval assets from previous projects, I supplemented them with additional resources from the Unity Asset Store to craft the environment and UI. With the visual direction set, I focused on coding, starting with the simpler tasks. Player movement was my first priority, as it was a familiar task I had implemented numerous times before.

Next, I tackled the save system for the inventory. Save systems in Unity have always been a bit challenging for me, so I decided to plan it out on paper and code it even before the inventory system was fully developed. This proactive approach helped me avoid potential pitfalls.

Once the save system was in place, I created the inventory items as Scriptable Objects, built the inventory system, and integrated it with the save functionality. While I initially wanted to expand the game with VFX, additional sounds, and a combat system, the 48-hour time constraint forced me to prioritize efficiency. I focused on delivering a polished, functional game with clean, organized code, ensuring the core mechanics were solid.

Personal Assessment:

I believe I exceeded the project's basic requirements and am pleased with the final result. Despite the tight deadline, I maintained a balance between quality and efficiency, delivering a game that, despite being incomplete, was well-crafted and made me satisfied. This experience reinforced the importance of planning and prioritization, especially under time constraints.