

# Rockloth – Interview Prototype

For this task, I was asked to develop a shop system together with the ability to wear clothes.

Firstly, given that an inventory system would be required, I decided to use the MVC architecture. I ended up creating two MVC's from scratch, one for the inventory system and another for the shop system.

The inventory MVC is responsible for holding all data related to the player, like currency and owned clothes. It's in this MVC where the player interacts with their inventory.

The store MVC is responsible for holding all data related to purchases, and what clothes are available for the player to buy. This MVC allows the user to select a cloth they want to purchase, and buy it, sending the item to the player's inventory.

Scriptable objects were used to hold data relative to the clothing item.

The player controller is simple, responsible for making the player and the animations move, as well as handling interactions (not interactions with the inventory, interactions with the environment, such as the shopkeeper).

I am not fully happy with the result as many little details could have made their way in the project, but given the 48h for the task, I think I did great since all tasks asked were done.

There are bugs, as well as polish in need, and some better programming choices could have been done, but once again, due to the time, other measures had to be taken.

Overall, it was a fun little project to develop :)

Thank you once more for the opportunity Blue Gravity Studios!