I humbly submit whatever I just made for judgment.

The inventory system is mostly based on GameObjects and Monobehaviours for expediency. Saving is done through a JSON file holding an array of ints. The character movement system is based on my own small script that I've been reusing for game jams (identified by the abundance of comments). There is no underlying architecture to speak of - if data is needed in an inconvenient place, it's passed trough ScriptableObjects and UnityEvents. Aside from one known bug I couldn't fix due to the time constraint where the items thrown outside the inventory are lost upon reload, the system is robust enough to function well as a product despite the hasty implementation. The graphics are, regretfully, entirely self-made. No more than 5 minutes could be spared per sprite, unfortunately.

I was impressed by the complexity of the assignment, especially given the time alotted. Admittedly, it did end up affecting the quality of my work. I quickly realized I wouldn't be able to come up with a completely bespoke slot-based inventory system and resorted to taking inspiration. I still wound up doing most of the work myself for the sake of showcasing my usual coding practices. Overall the assignment felt a lot like a solo jam project due to the relative complexity and the time constraint, which I thankfully have plenty of experience with. Despite the general turmoil, I don't feel too bad about my performance, though I wonder if my lack of industry savvy sabotaged me relative to my professional peers. In the end I feel pretty good about the experience as a whole.