Explanation of the Store System

For the Interview task, I first start diagraming an inventory system focused on the attributes that would be needed for it to be able to display a change on the player. for this, I decided to go with a scriptable object approach having the items as templates saved in the assets and the inventory as well as a scriptable object that also would Handel the money. This thinking that we will also need to be able to sell and buy items having the inventories as the storage for both players and stores.

for the stores a simple class that stored and managed its inventory having a way for the player to trigger and show the items to buy and sell. I also added a player script that would be used as a singleton for the stores and other scripts to access if the player info was needed. After having that base functionality I needed to show the store and went to do a storeUI and itemStoreUI classes these classes handle the ui instantiation showing the store sells items on scroll views having one to buy and one to sell. for the items displayed, I used delegate listeners to act either selling or buying on click each having an On-click button reference.

Next, I created a store UI and item store UI classes to handle UI instantiation. These classes showed the store's items for sale on scroll views, with one view for buying and another for selling. I used delegate listeners to enable buying or selling on-click events, each with an on-click button reference. These events would call upon the store that was triggered, check if it was possible to perform the action and refresh both the player and store inventories, as well as the UI view of the store.

After that I needed to do the wardrobe Feature in this case I went with a similar approach that the store but had the trigger by input key "space" and a transition between two cameras ending on a zoom-in to the player and an interface that shows all the torso and head targeted items. As for the player's outfit, I opted to have the wardrobe have an inventory as well but have logic implemented in the class to only permit it to have one head Gear and One torso gear.