Document for Programming Interview

How the System works?

I have developed seven scripts, names are written below:

- ➤ Addcloth_in_Slots
- ➤ clothDetails
- ➤ BodyHandler
- ➤ purchaseItem
- ➤ btnClick(Runtime)
- ➤ GameManager
- ➤ ControlPlayer

1. When ever user play the game then Control Player script assign basic movement to the player(left, right, up , down)

2. When player collide with shop then through through OnCollisionEnter2d activates the shop menu from Game Manger Script.

3. When shop menu activate then from Addcloth_in_Slots script displays Item in the shop grid at runtime.

4. There exist two buttons on Shop Menu having name Cloth and Hair

5. Whenever user click on a cloth item then from btnClick script which has been assigned to each item at runtime through Addcloth_in_Slots script, provides information about the state (like price or buy state) of the current clicked Item.

6. When we buy a particular object then from the purchaseItem Script Deduct price from total amount according to the purchased item. Same for hair item. At the same time from bodyhandler script ,I have assigned the purchased item to Player Object on the right side.

7. clothDetails scipts contains all the information about the cloths and hair. It is a scriptableObject

8. By pressing escape button shop menu deactivate then by pressing arrow keys user can handle the player movement. Surely can apply animations on player on later stage I have used pre made assets.

Thought process:

I have spent more time on shop mechanism, my focus was that from where I can get data about items in the shop. So, for the solution of this issue, I have used the scriptable object technique. So, from this technique the process becomes easy.

The challenging task was how to insert data into the grid dynamically.

For the improvement of this we can use firebase technique or local device storage to save the data.

How well do you think you have done?

I did my best. Have got many things to learn. It was a great fun.