

## **In-game Controls**

*Movement: A, D*

*Jump: Space*

*Quick Save: F5*

*Load: F8*

*Reload/Delete Save Files: F1*

## **What went well?**

I think most of the coding went well even though I had to implement a few features that was new for me in Unity. The few save systems I've created in Unity have all been in binary so writing to json was a bit different, but I think I created a decent solution for it.

Using Zenject was also a first time for me and is something I'll probably use a lot more in my personal projects from now on. However, I'm quite happy that I managed to implement it in such a short amount of time.

## **What didn't go so well?**

I've never done any unit testing in Unity so I decided to skip out on that part, mostly because of time restriction but I will most certainly give it a go on my personal projects for educational purpose.

## **How could the code be extended?**

I decided to use scriptable objects for the character and collectables so new behaviours, or rewards easily can be added to the game.

*Example: I created a scriptable object CharacterBrain class which is used in the CharacterBase class. A new class could easily be created which inherits from the CharacterBrain class. This class could have an enemy or npc behaviour etc. Also adding this class to the create asset menu makes it even easier to create variations for level designers or tweaking stats while play testing.*

The GameEvents class could easily be extended with new Actions for other classes to subscribe to, as of now only the SetSceneDataSet class is subscribed to the SaveInitiated event.

## **Misc**

Game won is only displayed in the console when the Chest is triggered. This could potentially trigger a state change in a future GameManager class instead.