

My first thought after receiving the task was wondering about changing clothes in sprite animated based unit.

After downloading every asset you provided, i found out the rogue one easier to work with because they animated the character rig itself instead of only sprites.

With the rogue asset chosen, my next thought was about animations, i needed to interact with the game world but the rogues can only attack, with attacks in mind my first idea was to break things around.

Now before wasting time with brainstorm, i went to study some proper use of MVC inside Unity and started setup my MVC models for files & game hierarchy.

Havent had any hard time coding, everything is pretty simple and every required mechanic is also easy to implement, im sure though that i havent done the best MVC code possible, because i havent done any big project that really MUST use MVC pattern, soo im still getting the hang of it.

System is all MVC based, with Controllers, models and views for every "system" that needs one, like the Player, the GUI, the NPC's, etc. Used a lot of Scriptable Objects to save data and kept all of them inside each "system" model.

ex: player properties are inside the player scriptableObject which is always stored inside the player's model.

The player can run around breaking boxes and each box has a chance to either drop gold or drop a gem.

The gem can be picked up and it will be stored inside player's model.

The NPC will have a small dialogue with you just to explain things and after 3 speeches the player is able to choose between: Opening the shop, selling all diamonds or asking for a new shop.

290 word

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Here is just my conclusion and final thoughts:

Learned a lot.

Also did my best.

Within these last 48 hours, i have slept 6, and i hope you guys enjoy!

Really wanted to implement other NPCs to kill / combat with and also implement sound EFX but time is short.

Thank you very much for the opportunity.

Regards,

Josef.