

I wanted to avoid having too many animations cluttering up the AnimatorController. That can get messy and tough to manage down the line. Instead, I came up with a system using multiple animators that make it easy to switch character equipment smoothly. I split the character into five different animators, all connected to the same AnimatorController. This controller has five layers, each dedicated to a specific part of the body.

For each animator, I put together a list of Animator Layer that go with each piece of equipment. This way, the animations match up with the body movements. My main goal was to keep things consistent across the Animator Layers. This ensured that every Animator Component would respond the same way to commands like SetTriggers, SetFloats, and so on.

To keep the AnimatorController neat and effective, I used BlendTrees to handle how the character moves. I also used animation overrides strategically to keep everything organized and running smoothly.

Next, I tackled making an Inventory System. This allowed me to create different pieces of equipment with animations, names, prices, and pictures. I made an Item ScriptableObject as the foundation for the Equipment class. As I moved forward, I started building the Inventory itself.

After that, my attention turned to creating a working Shop. This was new territory for me, and it came with its share of difficulties. But after some struggle, I managed to get it up and running.

For earning in-game coins, I made a simple script that spawns a mug at set intervals. When the player picks up the mug, they get rewarded with gold.

Interacting with the game environment is all about getting close to something you can interact with and pressing the right button. The InputByProximity class makes this interaction possible.

I wish I had more time to work on this test, as I was genuinely enjoying the process of development and acquiring new skills and knowledge. This aspect, in particular, was quite enjoyable since I don't often engage in 2D projects. It brought back memories of the good old days of game jams.

I'm hopeful that my submission lives up to the expectations, and I'm eager to receive feedback on areas I can enhance and aspects I should continue to pursue.