

In this prototype, I have created a system that allows the player to go into the shop building and interact with a shopkeeper to open a shop UI, buy items through that UI, equip those items and sell the unwanted items. I have used the Mighty Heroes (Rogue) asset pack suggested in the task description. The player is also able to filter items to make it easier to navigate through shop items. Filtering is very primitive at its current state however with suitable UI the existing system can be used to have better filtering.

One creative thing I did during the development process was creating a Python script that would create icons from the assets from the asset pack suggested with the task. I used it to create the icons I used in the shop.

I was initially planning to add more features to the shop system such as having item sets, stats on players that are powered by items(health, attack etc.), and a better environment, or ways to let players make money. The time constraint and the fact that I couldn't find much time to focus on this project during the first day took a major role in me discarding those ideas. Because I had such ideas, I decided to use scriptable objects to create item data for the prototype. Programming part of the task was not challenging for me however I believe I could come up with a better UI design. Even though I couldn't extend the system in time like I was planning to, I have built a working system with the required features. So I will give myself 7 points out of 10.

Continuing the project, I would implement the things I didn't find time to create, and improve the UI design to create a better experience overall and create a game loop.