

The system:

The entire system is pretty simple, it's a top down character with the functionality to interact with the shopkeeper, buy, sell and equip bought items.

Instructions on how to play can be found on the read.me at the github page.

Thought process:

I decided to tackle the task the same way I would tackle a game jam, so I started working on a GDD with some basic concepts so I can have an idea of what I'll need to do.

I tried to organize the project in a way that would make sense and that was easy to navigate, separating functionalities by components so there isn't a file with 2000 lines. Also tried to make most of the system easily expandable.

Most of the time was spent working on the inventory system and shop system, since those were the most complex tasks I decided to leave them to be done after I finished setting up the character customization, because I figured out it would be faster and I had a good idea on how to make it work.

I also set my own time limit to be 44 hours so I had time to test and build the project.

Personal assessment:

It took way longer than I expected to make the systems, there's been a lot of changes to Unity since I last used it and that made me spend some time figuring some things out. I had to leave a few bugs due to lack of time and some features that I wanted to implement (Item stacking and currency), unfortunately I failed to take into consideration the time that I used to find assets and set up the initial project, so I couldn't finish all that I had planned.