System

Store: Contains items of different types, and to structure them I used Scriptable Objects with type[enum], image, item value. The player has a wallet with initial coins to make purchases. The store has 3 boards: buy, sell, inventory. In Buy, the player can: select item (item is visualized on the character), buy equipped items, deselect item to unequip. When selecting, the total purchase value is signaled in a field that calculates if the user has enough money, if not, then the value turns red. All items are displayed without filtering or sorting, but grouped by type. All items have only 1 in stock, but it is easily scalable.

Inventory: Purchased items go to the inventory, where it is possible to equip or unequip the player. Items in use by the player are not available for sale. If trying to equip the player with an item of the same type, then the previous one is replaced by the most recently clicked item.

Sale: It is possible to select all items, whether they are of the same type or not since the goal is the sale. When selecting an item, the value is summed and visible to the user. Upon confirming the sale, the value reflects in the player's wallet.

Thought Process: Evaluate information, plan, execute, test, correct, validate. With the help of Trello, I inserted all requirements and constraints, as well as created cards for the functionalities. Each functionality card was broken down into tasks in their smallest unit on a checklist. After completing a functionality, a build is generated and tested, problems are mapped and corrected. Only then did I move on to the next functionality.

Personal Assessment: I believe that with a 48-hour deadline, it is necessary to choose priorities. Thus, I realize that I could not apply the best structure and correct all bugs, but the main system, which is the purchase, sale, and inventory, in my view, was developed in a way that can be reused and scaled with quality.

Personal Performance Evaluation
Resources: Fork, Git, Trello, GitHub

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