

The game is a simple shopping game, buying and selling items and equipping ones we own.

We have a cash balance so we cannot buy what we can't afford and we also can't buy what we already have. We can sell only items we do not have equipped at the moment.

The idea is to make a modular character which has many options for appearance. Every clothing item can be changed and with many variations the player can have a personalized character to his/her liking. Headwear, torso, pelvis, legs, boots, shoulders, elbows and hands, each in 4-6 variations. If we say that it is 8 groups of 5 elements each, that makes up to 390625 possible combinations. So I think I did the best I could out of 6 premade characters.

DataController is used for handling player data and for read/write to and from a json file, which enables the player to save and load progress.

Every Item is a scriptable object for easier handling and changing.

ItemElement is used for displaying items on UI.

ItemType is used for the category of an Item.

PlayerController is used for moving around, handling animations and changing outfit items(appearance)

TradeManager is used for managing trades.

UIController is used for managing screens and UI elements.

Assets used:

1. Animated character asset suggested in interview task
<https://assetstore.unity.com/packages/2d/characters/mighty-heroes-rogue-2d-fantasy-characters-pack-85770>
2. GUI package for better looking UI
<https://assetstore.unity.com/packages/2d/gui/fantasy-wooden-gui-free-103811>
3. Newsoft for data parsing
4. Cinemachine for camera damping and better feel
5. TMP for better looking text fonts
6. I used tiled to make the map(not the best map but the best I could do given the short time frame, not an artist) <https://www.mapeditor.org/>
7. Used a free tileset found on itch.io
8. Font used <https://www.dafont.com/peach-cake.font>

All of the functionalities are implemented but code needs a good refactoring to make it representative of my coding level.