

Store

UI

The UI is dynamically managed, the list is based on a list of ProductsSO (scriptable objects for the products) and a button is instantiated for each of them. The list is already prepared for scrolling

Products

I created a scriptable object system that is capable of storing data from the products (asset, price and category). It makes it easier to scale and manage the store.

Store Persistency

All products that are purchased are stored in a dict that let the system know what product has already been purchased or not, avoiding double purchases.

Player Handling

Triggers and Events

There is a dynamic trigger handling for easier scaling, there it is possible to set different triggers that will take effect on the player and as many actions as wanted for them.

Contextual Interaction

The idea was to have one button for any context, so along with the generic trigger system I added a contextual button with a cue to let the player know it can interact with something.

Outfits

To handle outfits placed in the player I added slots for each category (hat, chest and glove) and they are GameObjects that can be manipulated and animated as needed. This way it is possible to update it's visuals and also make adjustments so it can follow any player animation to make it as seamless as possible.