

Thinking of how to start the project, it was nice to have some directions saying what to do, the game is 2D only, top down style, but since this test was about programming, the issue was going to be the 2D top down art style, in which was easy to obtain using the Unity Asset Store free assets, the credits for the creators were written within the project.

After that, the thought of process was, how it was going to be the character movement, the inventory system, the UI, so it was decided to make it simple yet functional, an character that can be controlled by the player or by an AI, an inventory system that relies on the UI, a big UI to make it easy to read, and a small interaction between the player character and the AI shopkeeper.

Also simplifying the input by making use mainly of the mouse left and right buttons, but the character would still be controlled by the conventional WSAD, in which are the most common buttons for movement.

Probable the hardies part of the hole system, making interaction from the player inventory and the shopkeeper's, making so the player could not sell the equipped items led to an easier solution, making so the item has a equipped condition and it could not be sold if so.

This system has a lot of room to grow, where the items are only created via script, where the items the player should get were undefined, the thought of process was that it would be received via shopping or by completing missions.

It was fun to work on something different for a change, this system made me realize that I still have a lot to learn, and that challenges are made so you can go even further beyond that point.

By: Mateus de Bomfim Marcelino.