Bruno Gomes, Blue Gravity Studio Technical Task Report

System

The system is divided into elements each with their respective scripts to function, being Inventory system, Player Controls, Shop Controls, Interactables and UI.

Inventory system contains a main script InventoryController that stores player data such as currency and inventory and manages adding items to player inventory as well as loading UI elements for outfits and items. The Player Controls scripts are responsible for basic player movement along with managing animations. The Shop controls manage shop displays, buying and selling items shop inventory. The Interactables are composed of 2 sets of scripts, one (Interactable) responsible for detecting the player, inputs and events and a second one unique to each interactable responsible for what they do when interacted with. Lastly UI is composed of various screens/panels that are managed by a main controller script that hides the screens not in use and brings up the ones called by various other scripts. The UI is layered at points to have neat LayoutGroups that don't interfere with UI sizing.

Final Thoughts

The project started out smoothly but about halfway through a costly mistake on my part with Source Control forced me to start almost completely over with a new repository. It was an honest and most importantly **avoidable** mistake, which is why I decided against requesting extra time to do the assignment. I believe managing source control is a responsibility I'm being evaluated for with this task and a mistake in it is one that should have fair weight in my result. That mistake coupled with my fairly slow pace of development caused rushing the final parts and a lesser overall project than what I wished to deliver. I was only able to playtest the build once before delivering as I'm already pretty late on the deadline. Everything seemed functional but also very unstable so it's somewhat likely it will break during more thorough testing, but I hope the code itself proves of quality at the very least.