

Your assignment is related to "Syndicate"

[https://en.wikipedia.org/wiki/Syndicate_\(video_game\)](https://en.wikipedia.org/wiki/Syndicate_(video_game))

<https://youtu.be/hPN4q8RjGDE?t=12m15s>

Time: 7 days

This is a structure that would be good for you to use as a baseline to build the game on:

GameManager

- inherits from MonoBehaviour
- creates other Managers
- hold all static information
- holds Inventory
- creates visual prefabs based on info from other Managers

CharacterManager

- not MonoBehaviour !!!
- list of Character (or 3 distinct members)
- list of Enemies
- selected character

UIManager or GUIManager

- not MonoBehaviour !!!
- responsible to open panels
- keeps track of panels (members)
- initialize panels

SyndicatePanel

- inherits from MonoBehaviour
- abstract
- defines method for panels (initialise, refresh,...)

Character

- not MonoBehaviour !!!
- contains all info related to chars (name, hp, weap, stats, level, att, def,...)

Item

- not MonoBehaviour
- abstract
- contains enum ItemType (and member of that type)

- amount

Weapon

- not MonoBehaviour
- inherits from Item
- abstract
- holds common members

Gun / Rifle / Persuader

- not MonoBehaviour
- inherits from weapon
- contains specific weapon behaviour
- increase ATT stat of Character (not staff)

Inventory

- not MonoBehaviour
- contains List of Items

InventoryPanel

- inherits from SyndicatePanel
- opens with pressing i (or button on HUD)
- shows me content of my inventory (just colored squares good enough, do not care about visuals)

VisualCharacter

- MonoBehaviour
- member of Character (link from UI to logic)
- single model (cube or capsule)

HUD

- MonoBehaviour
- get information from Managers and updates hud accordingly

That is for structure of the code, what I would like to see now is 1 level I can walk through. I want the 4 characters I can switch between.

Camera is always focused on active character,(Nice to have not needed: I have option to have other 3 on auto follow or remain where they are).

I want to be able to switch between characters and camera automatically jumps over there (no need for smooth transition).

I want to be able to have different kinds of guns.

If an unit has several guns I would like to be able to switch between them.