

## # Inner-Universe

## # Unity Programmer Task Submission

### ## Project Overview

A 2D Unity prototype demonstrating core gameplay mechanics, inventory system, and save/load functionality. Built with Unity **6000.0.35f1**.

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## Features Implemented

### Core Requirements

### Character System

- Movement (WASD/Arrow Keys)
- Basic animations (Idle/Walk/Interact)
- Walk over
- Attack1 - Z - Sword Cut
- Attack2 - X - Sword Cut variation

### Inventory System

- Drag-and-drop slot-based UI (Open with `P`)
- Item tooltips on click
- Stacking, swapping, and item usage (Right-click)

### Using items

- Drag them to your UI Toolbar

- Press the number attached to the bar +1
- Ex: If the number is 0, press 1

## Save/Load System

- Persistent inventory state between sessions

## Extras made

💎 Boss fight

💎 Sound effects/VFX

## Controls

Move Character - WASD / Arrow Keys

Jump - Space

Interact/Pick Up - Walk Over

Open Inventory | P |

Use/Equip Item - Drag to toolBar and press the slot number +1 |

Drag Items - Left Click + Hold

Attack1 - X

Attack2 - Z

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## ## Final words

It was a good opportunity. I did the simple and the basic.

I first thought about creating a clean and fully organised folder structure. In the end, I couldn't do this as the time was passing and there was a lot of things to do.

Creating games is like this, looks like there is always something to do, but I enjoyed it.

I preferred an event-based architecture because its cleaner and less decoupled, I also tried to create a good useCase system, to avoid weird behaviours after deaths, movements and other actions made by the player.

I liked what I did in this short time, but it wasn't what I wanted to do. I did well, but I can do more.

## **## Project Structure (GitHub)**