**# 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

**## 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.