Planning on the project

Recycled Scripts

- UI.
    - MenuManager.cs
    - Scroller.cs
    - ButtonInfo.cs
    - Dialogue.cs
- Player
    - The movement part of the script was already made from another project, added the Interactions with different NPCs and the gold system. This was not saved in player Prefabs.

Main Menu system

First of all I started with the Main Menu design and programming due to being the first thing any user can see on the project, decided to add a simple Instruction panel, a Quit Game, and a Play button, this one has a loading screen script that allows to load everything in the next scene before loading, reducing the lag any player can get after opening the new Level and helps to get all the scripts to get all references needed before loading so you can prevent any missing references.

Level System

The level was created with a Tileset map and customized colliders for each of the objects in the scene, so the building does not need to be cut into various parts and then just place them in 1 tile with a layer that enables all the custom colliders only. The camera movement and limit are done by Cinemachine2D, setting a limiter, and follows the player having them in the middle of the screen unless they reach one of the sides.

The NPCs are based on a main class that gives them the interaction needed to work, one is in charge of giving the Player the gold to interact with the market and be able to buy stuff, the NPC is the one that process the operation to reduce the player money and then update it with the UI, if you do not have the gold needed, you can't buy the Item. The NPCs have a dialogue system that can be integrated with Localization to be able to set them in multiple languages if needed and an animation to display each of the letters.

Opinion

I was not able to finish the task 100% due to not updating the player design after buying an item and equip it. Of the rest there is good management of the scripts, that of course can be improved with more experience in the field, I am proud of what I was able to make with the time I was given.