

# Explaining the system

The core of the game is to allow players to interact with the world. In order to achieve this, player input is necessary and therefore input handling is essential. Events are used to determine which objects are interactive and each object handles its own interactions. For example, when a player interacts with a tomato, it will be collected, stored in the inventory, and then deleted. Similarly, when the shopkeeper opens the shop UI, the player can interact with it.

As mentioned earlier, the game includes an inventory system that manages purchased items, clothing, and currently worn clothing. It is important to keep track of what has been purchased and what the player is currently wearing.

In the shop, players have the option to buy tomatoes, potatoes, and clothes. The game checks whether the player can afford to make purchases using the money system. The money system keeps track of the player's currency, ensuring they have enough money to make purchases. Additionally, it subtracts from the player's total money when they buy something, and adds to their total money when they sell something.

The clothing system allows players to change their clothing. They can choose from a selection of skins, hair, shoes, shirts, and pants. Along with the animation system, the player's clothing can be controlled without affecting the animation. This is achieved by changing the pack of clothes the player is wearing.

Last but not least, there is the plantation system. This allows players to plant their own items and collect them for sale, creating a potentially endless source of income. To plant an item, the player simply needs to have it in their inventory and press the "F" key, which will cause a plant to start growing.

## Thought process

My initial thought was to understand the core of the game, which is clearly outlined in the task description. The game allows players to move, interact with objects and NPCs, buy and sell items, and purchase outfits. Once I understood the core concept, I began breaking down the tasks into the following categories: "Setup, Core, Visual, Polishing, and Delivering." This allowed me to focus on the most important tasks at hand.

Additionally, the entire development process was carried out with the intention of creating a game setup that would allow for changes to its content using scriptable objects.

## Personal assessment

I am typically quite critical of myself because I am aware of my capabilities and the quality of work I am capable of producing. If I were to do this project again, I would not focus solely on completing individual tasks and would instead dedicate more time to considering how various components are connected. This would prevent me from spending too much time on designing the animation clothing system interaction, which would make it easier to streamline the process. I would also keep the KISS (Keep it Simple, \*\*\*) principle in mind and avoid spending too much time on systems that are not being used to their full potential.

Thank you for receiving and evaluating my project, Renan Lopes