LSW Interview Unity Project
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For this project, I made a simples top-down simulation game where the player must live a life as a man on an island.

For the movement of the player, I designed a simple movement script where the player could move by using the arrow keys or WASD.

For there to be interaction in the world, there are messages that will appear throughout the gameplay, allowing ease of use to the player.

For the technical parts of the game, in this project, many text files were used serving as storing devices to store data involving the stores in the game.

For this game I used 3 text files:

- Items Purchasable info: this text file is used primarily as data for the game to know what are the items inside of the game and what has the player already bought. the formatting of this file is based on columns of numbers, with the first being the index of the item and the second being the items purchased information.
- PlayerData: Player is the player's information involving his name and money. Unfortunately, Due to some issues involving time, the file is only used to store the amount of money the player has.
- PurchasedItems: The purchased Items file is a list of all the items the player has already purchased and is based on the items purchasable info, but instead of two columns, there is only one.

For ease of development, I went on the development of scriptable objects that would allow me to make as many items as necessary for this game and allow me to, if ever a possibility, continue the development of a simulation game.

During the development of this game, I thought that I could have finished it at the 84-hour mark. Unfortunately due to some issues in my life and time shortages due to work, some features had to be cut. With that said, I think the project ended up very well for it being my first time developing something so complex as data saving systems with text files and discovering along the way that the UnityEditor namespace cannot be built. I would consider this project scalable for future projects and I will keep on using some of the assets developed in it.