

Explaining The System

Inventory System

The inventory system has been made by keeping modularity in mind. It is divided in three items

- **Dropped Items** -
These items can be picked up from the ground
- **Inventory Items** -
These items are shown in inventory, they display the description of the item
- **Equipped Items** -
These items are equipped by the player in his hand, which he can use to interact with the item.

Only thing common between these items is their data stored in Scriptable Objects.

Save System

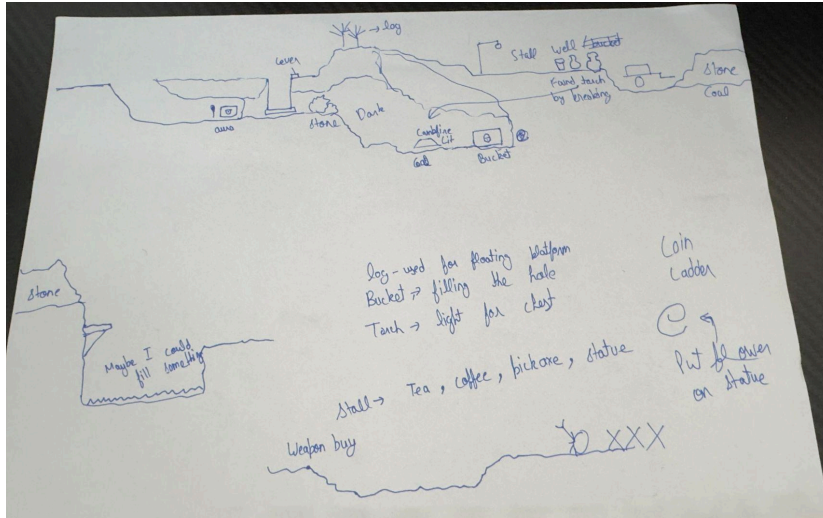
Save system is built on the Binary Formatter module, which enables us to store much larger data with full scalability.

Each prop and items in the game are designed to save their full data and leaving nothing unsaved, which ensures that the player has a good gameplay experience.

My Thought Process During The Development

The inventory system, player movement and the save system were not much of a hassle for me as I have already made them a lot of times on my game dev journey, so I started my planning with designing the prototype. A playable level which demonstrates all the necessary codes which also being a bit of a challenge and fun!

After I had my prototypes for codes ready, I started focusing on world building, I sketched out a map on a piece of paper, found some assets online and started developing it.



Personal Assessment

I am satisfied with what I was able to produce in the given timeframe. If I would have given a bit more time, I would have gone on to implement some particle systems, adding more animations, SFX and some other final touches to the project to make it look beautiful!