LSW INTERVIEW DOCUMENTATION
By
Chukwunonso "Sparda" Joseph

CLASSES

Managers

- **CameraController**
  Is attached to cameraRig gameobject and updates the camera to the player position.

- **FactoryManager**
  Singleton object where all the factories created within the game is assigned and can be referenced from.

- **InputManager**
  Handles all player inputs.

- **InventoryUI**
  Abstract class where all inventory UI manager classes derive from.

- **PlayerInventoryUiManager**
  Manages all the UI objects for the player inventory. It derives form inventoryui class.

- **ShopInventoryUimanager**
  Manages all UI objects for the shop Inventory.

- **NpcManager**
  Handles and keeps track of all NPC objects in the game.

- **QuestManger**
  Handles the creation and assignment of quests to the NPC, so that the player can get them after interacting with an NPC.

- **UIManager**
  Handles all the Ui within the game.

Components

- **NPCObject**
  The default component for all NPC objects.

- **InteractionsController**
  Controls all the player interaction with the world.

- **MovementController**
  Handles all player movement within the Game.

- **Player**
  Handles all core player functionality.

- **UiInventoryitem**
  Handles the display and updating a single uiItem when its variable values changes.

- **Quest**
  Is a class the holds all the data about a quest.

- **Item**
  Defines an instance of an item in the world.

- **Shop**
  Handles all core shop functionality.

ScriptableObjects

- **ItemFactory**
  Stores all the properties of items within the game.

- **Inventory**
  Stores all the item and amount for a particular object.

- **ItemProps**
  Stores all the properties of an item type.

Other

- **EnumBase**
  NameSpace that handles all the enums created and used within the game.

APPROACH

The major System in this presentation is the inventory system. I wanted to implement an easily reusable Inventory that any object within the game can have and store items within.

So, I opted for using scriptable objects for the Inventory system. I also included a quest system so that the player can have a means to make money to be spent in the shop.

CONCLUSION

The task hasn't been easy (like everything good that comes with game dev), but this is a pretty good game and system for something that was implemented within a short period of time.

All code and character sprites were all created and implemented from scratch for this project.