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Computer Games (Software Development), Games Programming 1 coursework documentation

*I confirm that the code contained in this file (other than that provided or authorised) is all my own work and has not been submitted elsewhere in fulfilment of this or any other award.*

*Signature.*

Link to video demo: <https://www.youtube.com/watch?v=tzpaq3HlAV0>

Project folder is titled ‘COURSEWORK’, exe file is in ‘GardenGame’

Github link: https://github.com/Shirehii/COURSEWORK/tree/GP1-Submission

Notable features:

* The inventory system has a maximum of 3 slots in the game, but that can be easily adjusted, and in the case that the players tries to pick up another object after filling their inventory, the item does not get picked up.
* The items are all derived from an item parent, making it very easy and convenient to create new ones.
* The inventory slots are buttons, meaning that the items can then be use to interact with other objects in the level.