THE SIMS TEST

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First I want to thank you for the opportunity to take the test and present my skills to you

Let's start by my thought process how I came up with this game idea?

- I checked the game examples provided in the document and got inspired by it, that the game it's a TOP DOWN game and also have buying and selling items, between those items the user needs to be able to equip itself with bought items, so in my case was that he can buy clothes/different skins that will show good change on user when he buys new skin and he can keep it and also most users are more motivated to buy skins so that's why I picked skins to be equipped

- As for selling items, so I came up with an idea, so in order for a user to sell something he has to own something so I came up with idea that he can plant some seeds and those seeds will grow to plants in this way he will be able to sell those items in exchange for money and with that money he can buy new skins and equip them.

This is how my thought process went to come up with game idea.

➤ How does the game operate?

- **Tree**: First which I do in almost in all of my projects is using service locator, which is like a having a one script that all scripts have access to in order to access to other scripts which is called "Tree" and inside this Tree class other classes reference like "GameManager", "UiManager"....etc, in this Tree class it's instance so which can be called without have reference to it.

- **UiManager:** handles all things related to UI in game as open/close pages for (GamePlay UI, Win/Lose UI)

- **GameManager:** handles state of the game is game started or not and give access to specific variables like calculating money generated throughout the game and character equipped skins...etc.

- **LandManager:** handles all things related to land place, if that specific spot is bought or not yet and also saved bought lands and saved empty lands and instantiating the saved lands and initializing them and checks if land can be bought or not based on land price and money we have.

- **Land:** Land script check itself if is planted or not and what time left so the plant can be collected and changes design of plant based on it's state of grow and also handles UI pop up when mouse is over the land.

- **ShopManager:** It handles all shop UI functionalities like open shop skins and open inventory to see my collected plants and changes states of equipped and bought skins on SHOP and also handles inventory all collected plants.