TASK

Throughout this project, I have successfully implemented several key features, including 2D character movement and animations, a comprehensive resource gathering system, a dynamic resource trading mechanism, and a robust inventory management system.

2D CHARACTER MOVEMENT AND ANIMATIONS:

Efficient character movement was achieved through user inputs, enabling directional control using standard keystrokes. Leveraging the sprite editor, I meticulously crafted movement animations, seamlessly transitioning between idle stances and fluid movements in four cardinal directions via a sophisticated blend tree.

RESOURCE GATHERING SYSTEM:

A meticulously designed resource gathering system was crafted, featuring an abstract resource class hierarchy accommodating diverse resource types. This architecture facilitated seamless integration of instant collection, time-dependent gathering, and recovery-based resource acquisition methods, each resource encapsulating pertinent attributes within its Scriptable Object.

RESOURCE TRADING MECHANISM:

A dynamic resource trading system was devised, allowing players to engage with various NPCs acting as traders across the game world. This system enables fluid buying and selling transactions, ensuring that acquired resources seamlessly integrate into the player's inventory upon purchase and are promptly removed upon sale.

INVENTORY MANAGEMENT SYSTEM:

This system offers players the ability to efficiently manage their inventory, with provisions for item equipping and slot-based storage ensuring optimal resource utilization and player experience.

This document provides a comprehensive overview of the implemented systems, highlights my approach during the interview, and offers a personal assessment of my performance.