

# NG+ Task Documentation

At the beginning of the development, I rearranged the requirements to save up time, so I started with the ones that were familiar to me, like the character movement, character animation and input detection. Despite loving RPG games and their systems, I had never focused on the inventory part of it, but into the combat and movement logic. I got the models and the other animations from Mixamo for the 3D demo.

The programming system I propose is one where every task is performed in its own code, that's why I made so many controllers for the player. I reused a tiny part of the movement, camera and input controllers from previous projects. I'm highly organized with code and files.

When finished the basic part I then analyzed that the shortest way to do the task with the requirements was creating the pick-up objects system to make use of the inventory and equip some of those items. Immediately I looked for assets and started the UI mock-up.

Once that was done, I began to learn how to make the Inventory System. It took some time, but I did it.

For the saving and loading system the first thing I thought was that it would need to be through a JSON file. So, I had to convert the current info of the inventory into a JSON and do the opposite to load it when the game started. Using Unity's persistent data path was the key. Then I started the final debugging tests, I added a couple more visual things, and it was done already!

My performance was as expected, due I made two things I did not know how to do before for the task, I learned lots of new useful things and I even think I got better.