

Since the project had a tight delivery timeline, I opted to start development by focusing on visual elements such as scenery, animation, art, and player movement. These features were either straightforward to implement or necessitated manual, repetitive labor, leaving me time to design the other systems in parallel.

The main project systems I developed included Clothing, Currency, Dialogue, Interactables, Animation, and player movement. Data were predominantly stored in Scriptable Objects, while scenery was created using Unity's tilesets. Additionally, I incorporated a background music track for ambiance.

The project utilizes the legacy Unity input system and is fully compatible with a game controller. For version control, I employed Git alongside Git Flow to effectively separate features from each other during development, thereby maintaining better organization.

To facilitate easy access and rapid development, I utilized the singleton pattern for the main systems manager. Furthermore, I employed the Observer Pattern for UI and visual elements, and Interfaces were employed to ensure decoupled code.

Due to time constraints, certain features had to be cut out for time. Multiple dialogue boxes with choice options were planned to be implemented but were not included in the final delivery due to a bug. Similarly, I was unable to implement the sell item feature despite having the currency code fully done. Instead, I prioritized bug fixes and polished other features, for a better final product.

While my task and system planning could have been improved, and additional systems such as inventory and unified input could have been developed, I am pleased to have delivered everything requested for the task.

Overall, I am highly satisfied with the final product. All systems synergize effectively, resulting in a cohesive game with a pleasing aesthetic.