This prototype was made for a project which I was applying for. The project was a resource collection game (like age of empires) where you have multiple types of resources and you have to collect resources from piles and bring them back to the buildings and also create requirements for different other resources that user can create either by clicking on a building (in this case a button) or by sending a worker to create something.

The requirements and description are available in other documents.  
In this prototype, the data was stored in PlayerPreferences which was used as a temporary storage.   
  
You can see my portfolio and if there is any project that you like and would like to see any code from that project, please let me know. Some of the projects are for clients so I might have to ask them before sharing the code.