

# Shop- a-lot

## Pre-written code from other projects

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I used the movement code from my Odd Jobs project as is with only a small adjustment made to when the player can't move.

I also used the characters I had originally made for Odd Jobs as my basis for the game art.



## How the system works

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### Movement

The player moves with WASD keys and movement is grid based.

### Interaction

To interact with objects in the world, the player needs to be close enough to the object and then left click on it.

### Inventory

The inventory can be toggled by clicking the icon or by pressing the Tab key.

### Equip

Right click on a wearable item in the inventory to equip it. If an item is already equipped, the items are swapped. The item is displayed on the assigned equipment slot, the portrait and the player.

### Unequip

Right click on an equipped item to unequip it and place it in the first empty inventory slot. If the inventory is full, no action takes place.

### Info Window

Left click on an item in the inventory to open the info window. Left click the same item to hide the info window or left click another item to move it to that slot. The info window only works on items in the inventory.

### Bin

The info window also has a button to bin (destroy) the item. This button needs to be clicked twice to confirm the binning action.

## Shop

Walk to the shop door and left click the enter sign to open the shop window, which will also open the inventory. Right click an inventory or shop item to sell or buy respectively. Left click the exit sign to close the inventory and shop windows or alternatively move away from the shop. The shop displays new items randomly each time you enter.

## Thought process during the interview

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To start, I write down the required features and group things together to see which approach I think would work best.

Then I start coding the fundamental features one at a time using primitives.

After that I get started on the artwork and complete roughly 80% of what is required. Usually, some ideas or issues will crop up that will affect the code.

I return to the code and when I feel the code is about 80% finished, I start dressing the game.

I try to add the extra pazazz (sound, animation, background etc) in order of importance.

Finally, I do a clean-up of the code, project asset files, hierarchy and my artwork files.

## Opinion on how well you think you did

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I'm happy with how the game looks and works but there are things I feel are either messy or missing that I would like to improve upon in future projects.

- There's no ability to reorder the items in the inventory.
- A lot of objects need to be dragged into inspector fields which is always prone to error.
- In areas I repeat code.
- Not everything is as extendable. Most noticeably the shop. I would like to have a shop template for the UI and shopkeeper items I can assign which will contain info like shop name, what the shopkeeper looks like, list of items being sold etc. that will update the relative fields.
- The sprite sizes were not setup in a way that I could reuse them. For example, the quality of the garment sprites was too low to reuse on the start screen.

TOTAL HOURS

84:31:20