

The first thing I did was use Notion to make notes on the details for the task, so as not to end up forgetting details, after that I set up macro tasks to remember which systems were needed, so I could plan how I was going to interconnect the systems.

Regarding the system itself, the management of items and money, I used scriptable objects for ease of management and editing, as after creating the scripts little or no additional code would be needed for new additions.

I tried to create a script for each function for the player so I could change the desired script without it affecting other places, regarding the interactions I tried to make it so that it was easy to add new interactions without much difficulty, so I just created an interface for everyone who can have interactions, and the player only looks for valid interactions