

System

The system does the following:

- Products are made by Scriptable Objects
- It creates the Store Inventory based on the products (Scriptable Object) that are given.
- When you change equipment, the system swaps the product and fills the information the product has.
- When the player wants to buy a specific product, it is done by instance (store manager) to check if the player has enough money to buy it, otherwise the player can't purchase more items. Then, the system cleans
- When the player wants to sell a specific product, it is also done by another instance (inventory manager) to sell the product and receive money because of it. Then, the system cleans the space.

Thought Process

This is what I thought the most during the test:

- How to create products for this test.
- A possible functional store within the time frame.
- How to exchange the products between the bag, store, and the equipment.

After I had figured out how to solve each of those points mentioned above, I had no trouble building the game.

Personal Assessment

I did what I could do for the time between the test and my work. I felt I'm capable of making this even though I had stuff to do. Felt that the second day I was being slower on the progress of the test, I can do better.

My strength is tenacity. If anything is hard, I'll keep trying.

My weakness is stubbornness. I don't know when to stop working hard or for long hours.

While I'm satisfied with what I did, I feel I can do better as I was thinking a lot about how to solve bugs.

Assets used for the test:

- Buch's Pixel Art Golden opengameart.org/users/buch and blog-buch.rhcloud.com
- 2D Mega Pack, made by "Brackeys":
<https://assetstore.unity.com/packages/2d/free-2d-mega-pack-177430>

- Mighty Heroes (Rogue) 2D Fantasy Characters Pack, made by "Leaidan":
<https://assetstore.unity.com/packages/2d/characters/mighty-heroes-rogue-2d-fantasy-characters-pack-85770>