

## **Project Documentation**

### **Introduction**

The project aims to create an engaging and intuitive gameplay experience by implementing a buying and selling logic in a Unity game.

### **Item Management**

I created a class to represent all the items in the game. Each item has its own characteristics, including a boolean value to determine if it is consumable or wearable. This distinction allows players to wear items that are not consumable.

### **Character Movement**

To handle character movement, I utilized the transform component in Unity. The transform component provides a straightforward and efficient way to control the character's movement within the game.

### **Character Interactions**

I implemented a mechanism to enable character interactions with shopkeepers and villagers. When the player collides or approaches a shopkeeper, a "Buy" button is displayed, allowing them to make purchases. Interacting with other NPCs triggers the display of a "Sell" button, enabling the player to sell items.

### **In-Game Currency Management**

To manage the in-game currency, I utilized PlayerPrefs, which allows for the saving and loading of the player's coin balance.

### **Text Display**

For improved text display and performance, I decided to use TextMeshPro. TextMeshPro is a powerful text rendering solution that offers greater efficiency and performance compared to Unity's built-in text system.

### **Camera Management**

Cinemachine, a library for Unity, was used for camera management. Cinemachine provides flexible and dynamic camera control, enhancing the overall visual experience of the game.

### **Conclusion**

By organizing and implementing these various components and systems, the project aims to create an engaging and intuitive gameplay experience for players.

All the necessary scripts were developed during the interview test time.