A bunch of evil medieval wizards travelled through time to invade a modern city!

ACharacter: Parent class for any character, holding any common functionality.

CharacterRenderer: Controls the Sprite Renderers attached to each character.

CustomCharacter: Holds the sprites equipped in each slot. (Scriptable Object)

Enemy/Player: Specific scripts for character types.

Projectile: Controls projectiles through their short life-time.

ItemsContainer: UI entity that holds any items without a specific type.

CategorizedItemsContainer: UI entity that holds items of a specific type.

Item: Scriptable Object that holds all data about any given item.

Managers: Each manager is responsible for only 1 aspect of the game, with SpawnManager controlling the game loop.

ItemUIElements: UI entities holding information about 1 item in any UI menu.

Screen-specific scripts: Control everything about their corresponding screen.

Process:

My first thought was how to include all the relevant mechanics in a 2-day prototype, which is why I picked an endless top-down shooter. At first, Unity 2020 had issues with VSCode's Intellisense so I had to switch to VS Community (first usage). I started with character customization since building the game's mechanics on top of this structure would be much easier than building the mechanics then customizing characters. So, the steps I took were:

1- Downloaded free assets from Kenney.nl.
2- Created the character customization system, which included the items and item slots.
3- Created the shop and added locked items.
4- Created the player to finish the customization, and created a currency manager to finish the shop system.
5- Started working on the game mechanics. Created character movement and shooting.
6- Started laying out the map using tilemaps.
7- Created the game loop, adding enemy characters with it.
8- Finished the enemies by creating their AI.
9- Started wrapping up the map, and added the house which acts as the main menu.
10- Finished by adding all items, another enemy and visual adjustments.

Thoughts:

The prototype had several aspects. I initially thought it was hard to focus on all of them within 2 days only, but I did it! So, I think I did well in the end, and I'm proud of the effort I have done.