

Design

The game ends under two conditions. Getting broken or running out of time.

- Getting Broken:

This is the condition of losing the game. Every game player starts with 1000 coins, but every second the game subtracts 25 coins. If the player runs out of coins before the time finishes, the game is lost.

- Running out of time:

This is the condition when the game finishes and shows the amount of coins, and the amount of items per category the player could purchase along the game.

The game has interactable buildings. Each has a cooldown state after player finished the interaction.

- Bank building: Provides coins if it wants. There are 2 tries per turn. The bank can refuse to give coins randomly.
- Cabin building: This place lets the player swap clothes and equipment.
- Shop building: This place lets player buy or sell items. Items sold by the player worth less.

Systems.

Game Manager.

Rules the state of the game. The states are waiting to start, Game playing, Interacting, Game Paused, and Game Over. It is singleton and the logic of the elements in the game depend on those states.

Player.

This is also singleton and it listens and perform actions depending on the input. Those actions are related to the movement, interaction, and pause the game using the new input system.

Interactables.

Buildings are interactables. They inherit from an interface, and from a BaseInteractable class that contains common elements among them.

Items and inventories.

Items and inventories are based on scriptable objects to keep organized and in track the elements related to clothes, weapons from the player, and the stores in the game.

UI Windows

Most of the windows perform a similar behavior and are enabled by UIManager that is singleton, too, but depends on GameManager.

Performance

Overall I found the test fun. Not very good at UI designing but the game does not look ugly. My schedule this week crashed with the test, but the prototype as it is, can be scaled in the future, and because of how the code was structured, the last features did not take that long. Finally, I would like to add audio and polishing UI in general with animations, but I would take longer delivering the prototype.