

Description

Main challenge for me in this task was to make optimized and flexible equipment system. The best way to show off was to make as close as you can to LSW system(I think you are using 2d rig system), but lack of time and inability to properly draw in such time. I've decided to go for more stardew-like approach, after searching Internet for proper assets(sprites and such). Main assets for player was taken from <https://github.com/tutmo/2D-Character-Creator> .(No code were taken).

(There is a tutorial panel at the start of the game)

As a 2d games lover, if I had the time and the ability to make good sprites, I would give it all. But considering that I had a few stumbles across the development that cost me some time, I decided to borrow some assets from the internet, so that I won't worry about sprites and such.

I've implemented simple Inventory UI, equipped items UI, Npc interaction, and Shop UI. They all should be sizeable for different screen resolutions.

Inventory with equipped items is managed by Inventory script on Player. It has all basic features. It just holds all the items in appropriate locations, and stores information about changes. You can left-click item to equip it, or change equipped item, and right click to sell item.

Equipping items also handled by Inventory script, it updates all the sprite and animation info using Unity Sprite Library.

Npc interaction(script on Player) checks the proximity to Npc, and then you can talk with him, which opens dialogue.

Shop consists of its body and 3 tabs. Each tab holds information about which item it should show, and with appropriate data ShopInit creates page of available items, that you can buy. Buying managed by inventory.

It's all pretty simple, but the main things it needs to do, it can do. Ofc there is a room for more changes, so it becomes better in flexibility and application.