FISHING TEST PROJECT

Introduction:

The first thing that came to mind is a fishing topdown 2D game where the player can interact with a shopkeeper to sell his fishes and buy clothes. The player can move around or go to the edge of the beach to start fishing.

Needed Features:

1. Talking to shopkeeper: When the player is near the shopkeeper, they can left click to open the shop UI. The left side is the player's Items, the right side is the shopkeeper items.
2. Buying/Selling Items: While interacting with a shopkeeper, the player can sell their items by clicking the left side of UI. The right side is for buying items.
3. Item Icons / Prices: Using Scriptable Object, I was able to add icons and prices to the items.
4. Equipping the outfit: By opening the clothes inventory. The player can equip some clothing by clicking on it. It can be also unequipped by clicking on the equipped slots.
5. Outfit Visible: I was able first to make the outfit visible, but it was using classes from UnityEditor (Can't be compiled into built version). Unfortunately, I noticed that mistake when it was too late (before deadline) So I had to remove the Visible Outfit feature.

Systems:

1. Player Controller: Using the old Input System. The system first gets the direction of where the player will face then plays the animation of where the player is facing
2. Inventory System: This system splits in 2 different inventories:

Items Inventory: Contains the fishes from the ScriptableObject Item. Every time the player picks up or sells a fish. The slots gets Rendered again.

Clothing Inventory: Same as pervious inventory but only for clothes.

3. Fishing System: When the player is in fishing area, by clicking left you will be able to use your fish road, Thanks to the IEnumerator of fishing sequence in the script it will chose randomly between seconds chosen in the component attached to player. When an effect shows in the water. That means the player must pull as soon as possible by clicking right.
4. Equip / Unequip System: Inside the clothes inventory. When the player clicks an item, the script PlayerClothing.cs will first find out the type of the clothing to know in what equipped slot that clothing should be.

5. Shop Keeper: The shopkeeper system renders your inventory items in the left side and what the shopkeeper sells in the right side using the ScriptableObject attached to the shopkeeper.cs script itself.