

Hello Everyone!

My initial thought when facing this test is listing all the features needed for the game to be completed. The list that I made is written below:

Feature

- v Topdown walk
- v Room transition
- v Object interaction
- v Inventory Management
- v item
- v inventory
- Dialog System
- Shop System
- Clothing

The one with v mark is the one that's completed during the deadline of the test. I code every script that's in the Asset/Scripts folder myself, with the current state of the game everything is still sparse and unconnected, only a few things are connected to each other if we test it in the editor.

Top down walk is just a player movement with velocity controlled by Input Axis.

Room transition is just a trigger collider that set the payer position to the connected entrance, player are still able to move when teleporting now.

With object interaction I setup a script with trigger collider to detect if that collider collide with any object with "Interactable" tag. If it did, then it gets the interactable script to invoke the Interact method. Interactable is an abstract class that's being inherited by other classes like ItemDispenser and ItemDestroyer now.

The complex part for me is the inventory management, I need to setup the inventory, items, as well as the display, I use Action to listen if the inventory is being modified e.g being added or removed so the display can listen to the changes and make updates accordingly.

The item itself is a scriptable object.

The challenge of this task is the amount of time that I have, since I'm also working fulltime, I can't pour the 96 hours allocated to focus on finishing the test. If allowed I'm still planning to finish this on different branch so you guys can still judge me by my original submission.

The asset used in this test are

<https://limezu.itch.io/modernexteriors>

<https://limezu.itch.io/moderninteriors>

My choice of UI is I love the simple look of flat design and I always want to incorporate it with pixel art game, and I love how it turns out.

I add DOTween because I want to use the animation but I'll try to submit the working game with all the feature completed after this.

Thank you so much for the opportunity.

Best Regards,

Fikry