Medieval Clothing Store

Dev Summary

Before beginning making scripts in the Unity Editor I started getting some ideas on how I would implement all of the systems required for the task. I can say for sure that I underestimated the task a bit because I went a bit overboard with the initial ideas and as time went on I realized that I wasn't going to finish in time if I tried to implement everything, so I had to cut some corners and scrap a bunch of ideas even though some of them would have improved the experience a bit.

I didn't want to waste any precious time so I decided to implement the MVC design pattern in all of the systems, since that is the pattern I used during my work in my last job. The MVC pattern works nice in this scenario because there are a lot of systems interconnected and at least I find it a bit easier to follow. I think it was also a good idea to avoid the use of the Start or Awake functions in all of the scripts in order to have a better control on when I want each system to start or stop, as far as I know the Game Controller is the one script that uses it, since it is required to properly start the game.

Regarding time management, I did better as time went on, especially on the second day. I got stuck on the first day trying to improve the player movement because there was a slight visual issue with the camera when the player moved diagonally. As soon as I realized I was wasting time in a minor detail, I decided to move on to implement the rest of the systems. I invested a lot of time in the player view because I knew it was a key feature, so I took my time doing the animations and the inventory system.

If I had more time, I would have tried to improve the UI since I found it inconsistent in some places, especially in the Player Inventory. I really wanted the scene to have some sounds so I am happy that I got some time to at least place a background music and some sfx in some of the buttons.