

The project was quite large, and I didn't have enough time to complete it all because I had a client to attend to. Therefore, I decided to prioritize functionality and code over graphical and artistic elements in order to meet the delivery deadline.

The player interacts with the game using the E button to initiate interactions with non-playable characters and the I button to access their inventory. They can equip items by selecting them and clicking on the "Equip" button, and they can unequip them by clicking on them again.

I wrote all the code for this project from scratch and did not reference any existing code. Although I was unable to complete the clothing system due to time constraints, I started structuring the code for it.

I prefer using the dictionary system to create items because it is a flexible way of transmitting information between different parts of the code without creating numerous placeholders. Additionally, it is a practical method of transmitting data over the internet since one can send a string or a number and then generate the object on the client's end.