Pocket People

Pocket People is a top-down adventure game, where the player can walk around, buy/sell items, equip or use certain items, collect items in the map, talk with people and interact with world objects. It is separated in several assemblies.

Some assets were used to develop this game:

- **NodeCanvas**: To create behaviour trees, mostly;
- **OdinInspector**: To organize the inspector;
- **FMOD**: For proper sound control;
- **TextAnimator**: To animate the game's text. Widely used in the dialogues system.

Here are some important assemblies:

PocketPeople.Application

Responsible for main application classes.

- **GameManager : MonoBehaviour**: Since the game is simple, it just set the screen resolution. It also has a static debugging bool, which was used to debug scenes, preventing the SceneLoader's from auto-loading scenes.
- **SceneLoader : MonoBehaviour**: Used to switch between scene and fade between them.

PocketPeople.CursorEntities

Classes that handles with the player's cursor.

- **CursorController : MonoBehaviour**: Main cursor class responsible for changing it.
- **CursorModifier : MonoBehaviour**: Monobehaviour class that controls the cursor's behaviour when interacting with an object.
- **ICursorCallbacks**: Interface with events used to expand the CursorModifier's functionality.

PocketPeople.Dialogues

Responsible for storing the data of the dialogues and exhibiting them.

PocketPeople.Interactables

Responsible for the interaction system. It has a basic Interactable class inheriting from CursorModifier and several Interactable derived classes, each one doing their own specific thing.

PocketPeople.Interactables.Shopkeeper

Responsible for interacting with the shopkeeper and trading items.

- **Shopkeeper : Interactable**: Opens the ShopWindow.
- **ShopWindow : BasicWindow**: Responsible for the shop's items and the player's items, where both can be traded.

PocketPeople.Items

The item system of the game.

- **Inventory**: Controls and manages the player's belongs.
- **Equipment**: Handles the player's equipped items.
- **RuntimeItem**: Instance of an item. Holds a reference to an ItemData.

PocketPeople.Items.Data

Store the data of the items.

- **ItemData : ScriptableObject**: Basic item info.
- **EquipmentData : ItemData**: Equippable items.
- **ConsummableData : ItemData**: Consummable items.

PocketPeople.Items.Effects

Store the data required for the effect of the items.

- **BaseEffect : ScriptableObject**: Basic item effect class. Invoke an Action whenever is activated.
- **SwapperEffect : BaseEffect**: Data for swapping the Player's sprites.

PocketPeople.Items.UI

Responsible for drawing the item buttons on the screen and handling the Player's input once clicked on the buttons.

NodeCanvasCustom.Actions

Holds every ActionTask created during this project, to be used inside NodeCanvas's Behaviour Trees and Finite State Machines.

PocketPeople.Player

Controls the behaviour of the player.

- **PlayerController : MonoBehaviour**: Controls the Player's physics and behaviour whenever he is interacting with something.
- **PlayerEffects**: Subscribe to the ItemEffect's Action and process them according to what they are supposed to do.