

The game system is pretty simple, you can use WASD or the arrow keys to move, pressing SPACE will perform a roll, E to interact with the NPC and I for opening the inventory interface. I chose to do the project in 2D top down style because I already had some arts assets ready and I didn't want to waste time looking for something different, but all the implementations are translatable to all workflows.

In the inventory interface there are 4 icons, you can click them to add items to the player inventory. The fish and the carrot are consumable items, double-clicking them will heal the player and update the health bar UI. The Wood and the Sword don't have special implementations. Dragging items into the X icon in inventory will delete the item.

All the inventory data is loaded and saved automatically, save performs on close application and the load on game start.

One of the most challenging aspects of the project was implementing the inventory with the drag and drop features. It was particularly tricky with the swap functions, I spent a lot of time working there. A fun bug that happened was; The first time swapping the item with another was smooth, but if I wanted to swap the same item again like an "undo" they just stacked into each other. Fixing this required some refactoring and careful tracking on the references during the operation. I had some weird bug too when exporting the game, the player walking animation was completely bugged. I fixed just changing the player sprite renderer material, but it took a lot of testing.

My main goal was on coding, with more time I could polish the UI further, add more functionalities to the player, like fishing, collecting items, attacking, add sound effects and more.

I would like to thank you for the opportunity.