My framework for building the demo consists of Controller classes that handle the fundamentals of the game. There are two controller classes. **GameController** handles things to do with the economy, such as incurring a cost, being inside a shop zone and toggling inventory. **SoundController** is a very basic class to handle playing audio clips. These Controllers are associated with game objects in the scene.

The next important classes are the **Character** base class which handles character logic (moving to a goal & through way-points), the **Hero** class inherits from this class and handles the character input logic and the **Inventory** class. There is some input handled in the **GameController** for the inventory alone as I decouple the inventory from the character system, however each *Character* does have it's own equipped inventory. The assets I found didn't have nice variations in clothing so I just constrained myself to having the helmet alone as an equipable item because of the time it was taking to edit the clothing assets. I thought it would be funny if I added spaces for more equipable items but marked them as **DLC**.

The Dialogue system is very basic and has it's own class with some helper functions to show jokes and hide/show *gameobjects* that would fake a state system in presentation at least.

I intentionally constrained the start money to incentivize the player to explore and collect more money to buy the most expensive items. The shop and equipable items were the highest priority from the start, collectibles were added in the end.

When I got this asset pack, I soon realized I'd have to depth sort everything by the y-axis to make it look legible and the current method is very sub-optimal but works great nonetheless because of the lack of complexity of the scene. I've not used object pooling in the entire demo.

The only external library I've used is DOTween everything else was written during the time of the test. Though I think a pause menu/main menu/more equipables would have been nice I am satisfied with the overall feel of the demo and hope you enjoy it as much as I enjoyed making it.