Unity Programmer Task - Blue Gravity Studios

The task was about make a System for a Shopkeeper interaction.
I created a basic movement system for the player to be able to move around the scene, using the animations provided by the third-party asset that I used.
The Shopkeeper has a trigger zone that shows the message for the player could interact by pressing the key "E". If it's triggered, the Shop Menu will appear.
The Shop Menu consists in 3 parts:

- Tabs: That's where the player can choose from the category of item to look for in the Shop Menu;
- Preview: Where the player can see what are the changes made by equipping an item and the amount of money there is in inventory;
- Items Grid (Shop Zone): Where there's a grid of items that are available for buying or to equip.

There's a System that counts the amount of money the player has in his inventory and that's used in the Item UI in Shop Zone to calculate if the player has enough money to buy the item. The coins are spawned in the scene and the player can collect then to increase the amount in the inventory. That system is only made for testing proposes.
The animations for each item are stored in a Scriptable Object. That is used in all the instances where need to call the item or the animation from it.
The Player Equipment has a Scriptable Object that holds all the items used for his appearance. Most of the systems are made modular to improve the quality of the code, but there wasn't enough time to polish enough in its functionalities.

I had 48 hours to make this task after the interview.
The actual interview with *Rodrigo Alvarenga* has great, had a lot of feedback and that's really important for me.
My time management wasn't the best and made this prototype not as polish as I wish to be.

Best Regards,
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