

ShopAndInventory - by Jorel Lemes

Link:

<https://github.com/jorlmn/ShopAndInventory>

Scripts copied from my other projects:

- Shared/ObjectPool.cs
- UI/ListController.cs

Summary:

The Shop and Inventory system was designed in accordance with the MVC design pattern, separating its components into three main parts:

Models: ItemSO, ItemData and InventoryData.

Views: ItemDataView, and InventoryScreen.

Controllers: ShopManager.

All systems, particularly the character system, were made modularly, and great importance was given to write clean, simple, and reusable code. The written architecture can have new features easily inserted with minimum code addition, such as a new character module, for example.

Additionally, I have used a GameConfig Scriptable Object, which concentrates all values that would be constants in code, making it easy for a designer or myself to change the game.

Given the short period of time available for myself, all efforts were directed into producing a minimum viable product that achieves all the required features and has: 1) Good presentability; 2) Clean and bug-free

code. Assessing my performance, I believe I have achieved the latter more than the former. A great design is obviously what is lacking in the project, in part due to the conflict of styles in the used assets, while the inventory screen I decided to keep it simple.

However, the code is well written, organized, and can be understood rather easily, not being necessary to flood it with comments. It also is bug-free, as I preferred less features and less bugs than the contrary. Thus, I reckon my performance was indeed positive given the constraints available.