

Creating such a system with quality and visuals was no trivial task. I had to plan myself with a list, so I wouldn't get lost or feel too overwhelmed. I have not used code that was previously used in other projects, all the scripts in respect to this project were made by me (except for the scenario layer/ordering, that was from Cainos, the person from which I have obtained the scenario assets), along with the help of multiple internet resources, such as forums, google, assistant tools etc. Most of the art assets were obtained from Unity Asset Store or Itch.io.

Although challenging timewise, most of the tasks' implementation ideas were somewhat clear to me, except the equipment reflecting on the character visual. I had to take some extra time to think about a solution, which required a custom animator that handles which pieces of equipment the player currently has and cuts each piece sprite sheet at the right frame, overlaying them accordingly. This implementation was possible because I happened to find a character sprite sheet pack that had all the animation frames perfectly aligned.

Overall, the task was a great challenge to exercise my creativity and game development skills, almost like a more serious version of a game Jam.

The gameplay can be done from within Unity, without a build. Also, the prototype was designed to be played entirely with only the keyboard.

You can also check below the order of the tasks that I took as the process took place:

- Set action plan to approach the task
- Import useful packages
- Set up main scene scenario (props used based on Caino's Top Down sprite package)
- Import necessary sprites and set up player and merchant prefabs
- Create animation state/direction base logic
- Create Custom animator to easily manipulate every current equipment sprite sheet according to player state
- Create Input System with UIManager to handle UI Panels
- Elaborate system for scriptable objects for Items
- Create logic for Shop and transaction system
- Create logic for Inventory (Very similar to Shop handling system in terms of UI)
- Integrate new equipment logic with custom animators to implement equipment visuals
- Test and find any possible bugs, eventually fixing them.