

Review of the Game Developed

I didn't play Stardew Valley, but I watched gameplay and consulted friends who loved it to understand its strengths and areas for improvement. I started by creating basic menus and importing necessary files. I also implemented an Event System for better script communication. Then, I developed the player movement, interaction, and a Scriptable Object for in-game clothes.

Next, I focused on creating various managers, such as the Economy System to manage currency, the Time System, Store Manager for buying and selling items, Object Pool for efficient item instantiation, Meditating minigame for earning money, and the start of the inventory system. I also implemented the Change of Canvas to switch screens and events for smooth gameplay progression.

Throughout the development process, I made improvements to the existing scripts and added new functionalities. Towards the end, I changed the player character to showcase a better real-time clothes changing system, despite artistic considerations.

Some of the Design Patterns and Remarkable Code:

- Object Pool for spawning inventory and shop items.
- Scriptable Object for versatile item information.
- Event System for script communication.
- Inheritance for similar behaviors between classes
- Static Classes and Don't Destroy on Load for efficient information access
- UpdateManager for managing updates and animations
- MVC for organized player scripting.

Personal Evaluation:

Overall, I enjoyed working on this game, especially the challenge of creating a complex inventory system. While there are opportunities for improvement, such as optimizing the code and refining game logic, I acknowledge that more experienced developers may suggest better approaches, like using LinQ for sorting the shop items by price or type.