

Art : My first concern was to get the aesthetic of the game correct. So I started digging through the internet and at last found a suitable tile map pack.

Other than coding I spend a good amount of time with tile maps.

Mechanics: So in the game the player can interact with world entities like NPC and also traverse the 2 mini maps I have made within this short period of time.

There is a dynamic inventory system where items can be added through game manager and also via in game. I made the inventory system where if you just add the items in game manager the user interface can be generated automatically. Which ensures scalability.

The shop system follows the same principle as the inventory system.

Firstly, I made a simple player controller and a map exit enter point. Then created a small dialogue system with arrays. The game manager and the game menu handle all the inventory management.

Also Included player stats, item stats.

Overall, I think If used scriptable object the code could have been a lot cleaner. I did try my best, but the character equipping the armor can be done better.