

For this project I used the free assets suggested and also added a free asset for the UI and two other assets to add audio to the game. All free. The project is divided into different scripts that control different things. Each script has a specific function. The scripts referring to the player are located within the Player folder. PlayerMovement is responsible for the movement of the player and detects triggers. The new Unity Input System is used. The interaction with the seller is done with triggers and with an interface to show the store. As for movement, this is done with A,W,S,D. The UIManager controls everything that is related to UI Buttons and panels. The AudioManager controls the sound of the game. To store the item data in the UI, a scriptableobject was created with references to the price, name and icons. For the skins, another scriptable was created with references to each sprite that corresponds to the skin. A list of scriptables is also used to set at the time of purchase. To change the skins, each sprite is changed and its reference is searched within a list of scriptables. I found it a very interesting activity to do and to be able to apply my knowledge. Regarding my performance, I consider that several things in the game could have been improved such as movements, improving the scene with more interaction, also with more time it could have been planned better how to organize the code, I tried to respect the single responsibility principle as much as possible to maintain the cleanest and tidiest code. To avoid one class depending on another, I tried to use interfaces where I saw it was appropriate. This happens in the triggers with the seller and with the npc.