

How to play

Normally:

WASD and Arrows – movement

i – open inventory

x – interact with objects (the only intractable object on the scene is the merchant)

q, Esc – open the Quit dialog.

You can pick up items by walking over them.

When the inventory is open:

Esc – close the inventory.

You can drag items from one slot to another. There are two separate slots that allow you to equip items. They are marked with icons.

You can scroll the grid.

If you place the cursor over an item and wait, the popup with name, price and description will be shown.

When the trade window is open:

Esc – decline offer.

Same as in the inventory but now you can move items from one grid to another. Each cell shows you the price of an item inside. Items that are being traded are marked with a sack icon.

The number on the *Accept button* shows you how much money you're going to get. If you can't pay for items the button will be inactive.

If you press the *Decline button* or the Escape key your inventory and the inventory of the merchant will be restored to the pre-trade session state.

If you don't interact with a merchant for 5 seconds, his stock will be replaced with new items.

Code structure

My code is placed in `Assets/Scripts`. I also made some minor changes to `Assets\MSC Animation Creator\Scripts\Player.cs`.

Different states the game can be in are represented by classes inherited from the abstract class `GameState`. New states can be easily added.

All events are gathered in the static class `GlobalEvents`, so they are accessible from everywhere. This is handy for event logging and statistics.

My impression

I'd consider my performance to be OK. The only problem I had to deal with was the lack of time.

Features that I wanted to add but had no time to:

- Being able to drop items.
- More intractable objects on the level
- Saving progress.