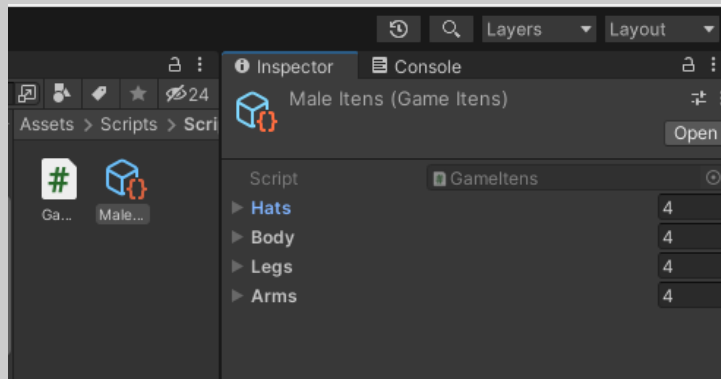


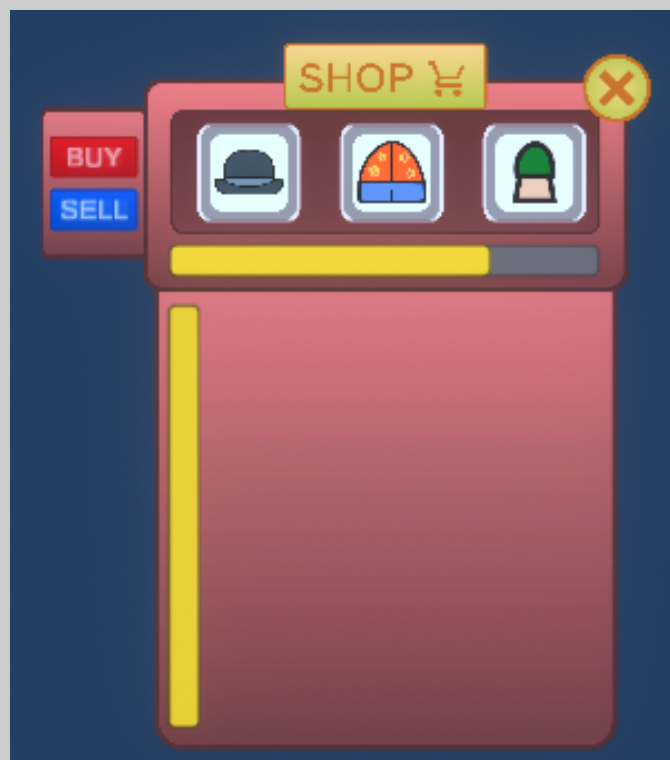
Hello there!

My name is Lucas Mendes and now I wanna show to you how my game system works:

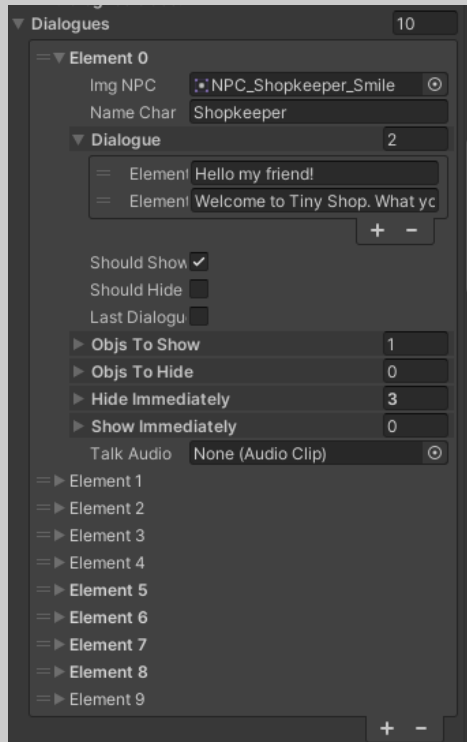
1 - The buy system receives all information provided from a Scriptable Object. And each character can have your own data object, like male characters receive only male itens, females receive female itens, etc.



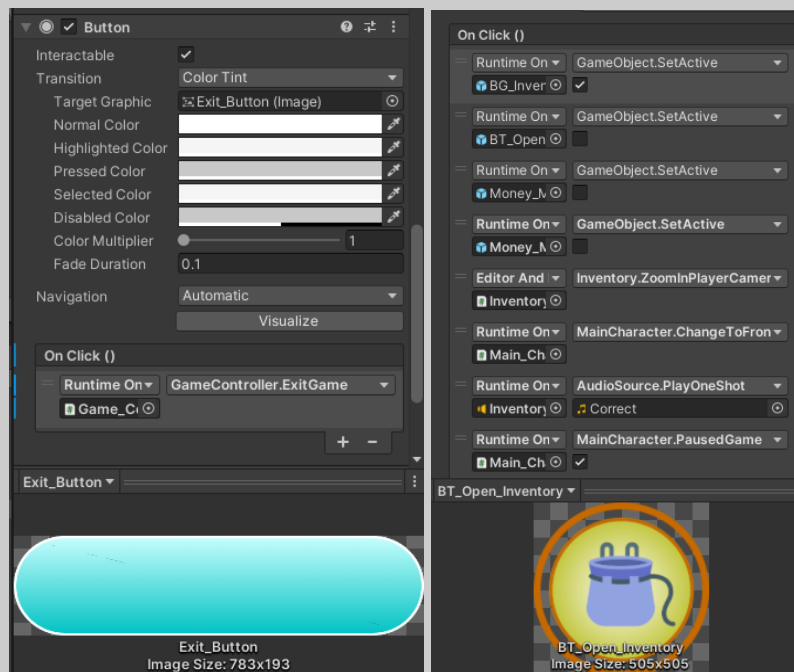
2 - The shop system is completely dynamic and can receive more or remove any item. The interface navigator should have a new button to call the correspondent item method, and this method only needs to call the item validator to know what itens the player has bought before. Making the validation, the system shows only the itens he don't have inside your inventory, and to sell the process is inverted.



3 - Each NPC of the game has his own style and dialogues, and all these values can be customizable. The dialogue script class provides more than just show a simple dialogue: you can show and hide items, change NPC expressions and play the NPC audio talk if necessary. Each dialogue event can be triggered by changing the dialogue variable value by any method.



4 - To trigger the methods, the game uses buttons and interactions with public event triggers. In this way, the game events can be more dynamic and independent, free of any dependency inside of scripts.



5 - All assets (except NPC expressions and sounds) were made by me. I'm artist 2D/3D and I love make game assets too.



So that's it! This project taught me incredible new things, and I gave my entire soul literally to make this task. Actually I work as a freelancer outside my house and my free time is only at dawn. But my real dream is to work only as a Game Developer and evolve my skills. Thanks to the LSW team for giving me this opportunity ;)