

## Blue Gravity Notes

Movement with WASD

Interaction with E

(Didn't test controller inputs but it should be working since i used the new Input System)

So I went with an unconventional setup for my systems.

I really like using Scriptable Objects as event buses and not only as data holders.

That makes the systems super independent and not coupled together if done correctly.

Here I chose to couple them for the sake of time but usually they are all accessed using a global object / singleton.

I wanted to do more of a game with Enemies and ways of making money.

Sadly that didn't come to pass.

You will see systems that were not used in the code. Those are remnants of what I wanted to do.

You have a full Quest System, Dialog System & Crafting System ready to be used.

They are all built with modularity in mind as I always do.

There are also a couple editor scripts that I wrote to help me with populating the Data Objects with the correct ids.

I didn't complete the challenge and I don't think this shows what I am capable of in a short time.

But I feel like the hard part of the challenge was completed. I got caught up in the weeds of what I wanted to do and neglected the details of the challenge.

I know that costs me some points.

But I hope you consider me because of all the extra things I did.

Sadly i didn't have much more time to dedicate to it otherwise it would have been better.

If you want to see more please check out my itch.io page.

<https://chuck-pt.itch.io/>