

The test with simple function of movement, talk, buy, sell, and equip item. Both the character player and the npc character holding a list of item in the inventory. When the character player perform a buy action the system will check if the player have enough gold to perform the action or not. If the gold is sufficient, remove the amount of gold and added the item to the player inventory list and then remove the item from npc inventory list. During sell item, the item will be removed from player inventory and added to npc inventory and then added the item price to player. When player select talk option with npc the text will display the stored string message of the npc. Movement, just simple transform without collision detection and physics involved. In my opinion, the short program has fulfilled all the requirement stated in the test.