**Victor Le Roy Matos BGS TASK**

1. System

The prototype was built based on the proposed Task. Thus, the main features are:

**a. Shopkeeper interaction**

**b. Buying/selling items**

**c. Item icons**

**d. Item prices**

**e. Ability to equip purchased outfits, visible on the character**

The main commands of the prototype and their respective functions are:

**a. WASD** – Walk

**b. E** – Interact

The prototype consists of just one screen, containing the Shopkeeper and a chest, which represents the player's inventory. When interacting with the Shopkeeper, the UI will appear, with the options to Buy and Sell, which work as follows:

**a. Buy** – Allows the player to buy items if they have enough money and don't have the item. The store's items are outfits and hairstyles.

**b. Sell** – Allows the player to sell items from their inventory for half the price sold by the store. If the item is equipped by the player and the player sells it, the item is unequipped.

Regarding the inventory chest, when interacting with the object, the inventory UI will appear. It consists of two parts:

**a. Inventory** – Allows the player to equip or unequip an item.

**b. Player Preview** – Shows a preview of how the player is equipped with the item

2. Thought process

The creative process was built in layers. The first layer is the basic functionality of the game, that is, the player's interaction with objects and character movement. Then, the more complex processes of buying and selling and the inventory were developed. Finally, the UI and level design were constructed.

Additionally, for building the prefabs, the concept was to facilitate the reuse of objects. In the case of scripts, the idea was to make each script perform only its function. For example: PlayerMovement, for character movement control and PlayerInventory for player inventory control.

3. Personal performance

I am quite satisfied with what I managed to do. I learned a lot because I was using a very old version of Unity in personal projects, and because of that, it required a lot of review and study to be able to apply the new concepts and technologies of the engine. Furthermore, I believe that for 48 hours, I did a good job because I managed to implement all the ideas I had and with a good creative process. Of course, there is room for improvement, such as refactoring part of the code to implement better control of the character's sprites. However, as mentioned before, I am satisfied with my performance.