Grid logic problem

The project is created in Unity 3D using JavaScript and C# scripts.

The logic for the grid was implemented in four script classes: GridScript.cs , GridCell.cs , PlacedObject.cs , PlaceItem.cs and GUIScript.cs. As soon as we tried to add a 3D object , resize grid , manipulate the grid, or create new features, we encountered serious problems. One of them is that the logic of the placing an item and occupation is written in the GridCell.cs which is completely not object oriented programming. The proper way to do this is to replace the logic in the GridScript class so the Grid knows which cell is occupied or not and also will be easy to manipulate the objects in such a way that they can get appropriate number of cells.

We had a suggestions in the early stages of the project for rewriting the grid which was rejected for good reasons as we didn’t have a lot of time to finish it.

The conclusion is that if we have finished the grid logic class the whole process and work would have gone smoother and faster.