

DANIEL PORRAS

BGS-TASK

I started drawing concept art, and then I focused in to create the assets, I have more experience with 3D so I modeled the characters, and the level and animated the characters, I uploaded all that to Unity, adjusted all the materials, shaders, lighting and then I pre-rendered all that, so with all the frames I created some sprites Atlas with all the skins and started to adjust all the animators and 2D content in the game engine, the scene 2d Lights and post-processing, I create some screen effects with Shadergraph, after I worked on coding, I started with the game controller, then adding a simple logic for the dialog box with the Store seller and after it a script to buy the skins, every skin have a variable with its price, this value is reduced from a general money value and indicates to the player controller that new skin is available, when you select a skin it turns on a sprite and hides others in the player, a new button is shown in the UI with every new skin, so you can change the skins just clicking that buttons, finally I added some Techno music I made some days ago

I focus on completing all the tasks and giving a good visual quality balance, is a 2D game but approaches a lot of the 3D tools in its creation

I think I have a good performance making this, the system could be improved in the backend but in terms of the frontend it works and achieves all the objectives of the task, its work fine, I created all the game content and the game looks good and feels close to a final product

