

Blue Gravity Studios

Initially, my approach to the project begins by meticulously analyzing the client's requirements, breaking them down into the finest and most lucid details. This allows me to develop a comprehensive flowchart outlining the character's actions, such as the purchasing process and the specific criteria for acquiring items. Equally essential is understanding the precise stage in which the attire comes into play.

With a clear vision in mind, I expedite the asset search, prioritizing assets that align with the overall concept. Occasionally, I sketch a rapid blueprint on paper, delineating the scenario's obstacles, colliders, and interactive objects. Upon importing the necessary assets, I embark on constructing a robust and visually captivating prototype. The development process commences with the implementation of fundamental scripts, gradually advancing to more intricate ones, including character movement and outfit utilization.

Regarding my performance, I am gratified and exhilarated by the outcome. The 2D video game exudes an allure reminiscent of a fantasy rogue adventure, and this sense of accomplishment resonates deeply within me. I relished the opportunity to create a wardrobe system, a novel endeavor that enriched my skill set and surpassed my expectations. As I reflect on the project, there is an unyielding desire to incorporate numerous additional features, such as refining animations, integrating a navmesh, implementing a health and

combat system, and even designing a second level. Regrettably, constraints such as time and my departure from the project have hindered the realization of these ambitions.

Nonetheless, I am immensely grateful for the experience, which has enabled me to nurture my creativity and reinforce my love for game development. Throughout the process, I have found immense joy and satisfaction, both in the journey and the ultimate outcome. This endeavor has rekindled my passion for the world of video games, and for that, I am deeply appreciative.

Thank you immensely!

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