

Christmas Rush Game

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Game Summary

This is a short Top-down game, similar to stardew valley in terms of 2D design, the game focuses on the main gameplay which is buying, wearing purchased cloth and selling items.

- Satisfying Visuals.
- Simulation.
- Simple.
- 2D Pixelic game.

Target Platform(s)

- WebGL

Game Overview

Theme / Setting / Genre

Simulation.

Core Gameplay Mechanics

Inspirations from **Stardew Valley**.

- 2D graphics.
- Pixel characters.
- Top-down movement.
- Communication with other characters

Trading

- Buying and selling.
- Equipping purchased items.

Gameplay

Core Gameplay

You wake up as Terry, a little kid living in the countryside, Terry stays with his grandma Amelia, who happens to take the festive Christmas period seriously. Grandma wants to buy Christmas items for Terry but she doesn't have enough money, so she gives out the little she has and the

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only option left for Terry is to look for something to sell. The Game ends when Terry buys at least 5 items from the store/shop.

User Interface / Screens

1. Main Menu

- Unity Logo
- “START” Button - Goes to 2. Gameplay Screen

2. Gameplay Screen

HOME



STREET

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SHOP/STORE



Level Design Tools

Tilemap Unity.

Photoshop.

Asset List

- Art
 - 2D
 - Pixel style
- UI - Icons, Buttons, Texts.
- Game Objects
 - Buildings
 - Characters
 - Tools
 - All Associated Animations

Thought Process

Most things I implemented in the game came from the interview task sheet;

- “Assuming the game is of the simulation genre, similar to that of ‘The Sims’ and ‘Stardew Valley...”

I am a great fan of stardew valley and this inspired the Pixel look and feel of the game. The Character sprites, fonts e.t.c.

- “There should be a player character that is able to walk and interact with the game world...”

For this, I made it so the player uses the ‘WASD’ keys or Arrow keys as in other Top-down 2D games

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- “Features required...”

First I created a shop scene, this includes a beautifully designed shop/store with clothes on the shelves, the shopkeeper standing at the middle of the store ready to attend to Terry, but this is just the visual design part, I made a quality trading system, which includes not only a buying system but also a selling system, so you have the option to dynamically add valuable assets to sell and make money.

I also added pixel styled Icons descriptively representing the items like pants, shirts, valuable assets e.t.c, below this is the price for the item.

I made three panels for the shop scene; Buy, Sell and Wardrobe

The Buy panel includes items available to be sold.

The Sell panel includes items that you can sell.

Wardrobe panel; when you buy an item, it moves from the Buy panel to the Wardrobe panel, here you can Equip/wear the item you just bought.

STORYLINE

Since the Christmas season is around the corner I figured out it could be a little bit interesting to make the main task, Christmas shopping. Usually during Christmas shop owners tend to increase the price of items since there would be much demand for them, so Terry our main character has to buy items before Christmas comes...

How well I did

From my own perspective, I completed all the interview task and also delivered early enough, while the project may not be the best ever, I believe it came on with the best quality considering the Time frame, so I would say I did a good Job at sticking with the Interview task and also delivering early enough.