

Creating a solo prototype for an RPG game was both a challenging and rewarding journey. Despite my prior experience with a commercial RPG game, working on this project alone provided me with a deeper understanding of game development, from laying the groundwork for scenes to crafting a fully playable prototype.

At the outset, establishing player controls and integrating Scriptable Objects for clothing items were pivotal steps. This approach not only streamlined asset management but also laid a foundation for future expansions and improvements. Moreover, incorporating an audio manager from my personal repository enabled seamless control over background music, sound effects, and ambient sounds, enhancing the game's immersive qualities.

Developing the UI core system, particularly for the shop interface, demanded careful attention. Designing an intuitive and user-friendly interface was paramount to ensure smooth player interactions during buying and selling processes. The implementation of the shop system, encompassing buying, selling, and inventory management functionalities, added depth to the gameplay and empowered players with agency.

However, the challenge peaked when devising a mechanism for players to equip purchased outfits. The complexity of the existing structure and assets necessitated creative problem-solving and iterative testing to achieve a satisfactory solution.

Additionally, I also gave the level a quick design to infuse the game with aesthetic vibes and ambiance. Utilizing pixelated assets for the UI added a nostalgic charm reminiscent of classic RPG games while maintaining a modern feel.

Although the prototype fell slightly short of meeting all task requirements, I take pride in its functionality and playability. Given more time, I would focus on refining the equipment system and introducing a few additional interactive elements to enrich the player experience further. Nonetheless, I am content with the progress made within the allocated timeframe, and I look forward to refining and expanding the game in the future.