

# Amanda Henrique BGS Task

## TREASURES OF ELORYA

A prototype of an RPG game. Located in Elorya, a city populated by simple people, the player can enjoy local businesses and discover the treasures of this city.

In this game you will be able to interact with different objects, collect ingredients from the local little farm and sell to the restaurant. Joseph is a great cook and he pays very well for good ingredients to make his delicious recipes. Don't forget to save some money to buy new clothes and customize your character.

## HOW TO PLAY

**WASD:** Move the character

**Shift + WASD:** Run

**Mouse Click:** Interact with objects and npcs around the scene

## RESOURCES

All systems and codes for this game were developed by me in these 2 days of rapid development experience. To improve quality and development I used free pre-made artwork and audio.

Background music:

<https://assetstore.unity.com/packages/audio/music/25-fantasy-rpg-game-tracks-music-pack-240154>

Voices:

<https://assetstore.unity.com/packages/audio/sound-fx/voices/voices-essentials-214441>

Art: <https://craftpix.net/> and <https://assetstore.unity.com>

NavMesh 2D: <https://github.com/h8man/NavMeshPlus>

## SYSTEMS OVERVIEW

Among the game's systems, those listed below were good achievements in development progress, programmed to be escalated if necessary.

**Interactables:** Interactive game objects. Objects that, when clicked, take the player to a position close to them for interaction to begin. Using inheritance and polymorphism, different objects have different behaviors.

**Collectables:** Interactive objects that can be found and stored in the inventory.

**Inventory system:** System that saves collectable items.

**Customization System:** purchasing clothes to customize the character.

**Restaurant:** A scene dedicated to selling ingredients. With this, the player has the possibility of saving money to buy clothes.

## THOUGHTS

It was a good experience working on a game in those 48 hours. I challenged myself and I think I reached a cool result, where I feel confident to share. This motivates me to continue developing this prototype, refactoring, polishing and improving whatever is necessary. Mission given, mission accomplished.