LSW Programming Interview – All Hallow's Eve by Amon Santos

Start date: Jan 21, afternoon.

The project started with myself trying to figure out a playable context in which purchasing clothes would be necessary for logical reasons. Thus, I came up with a concept for a Halloween party, for which the protagonist had to prepare.

Originally, the concept started as *you* throwing the party, but it quickly morphed into you being in charge of organizing someone else's. Also, as I wanted the gameplay loop to be restricted to a certain duration, I decided to implement a time mechanic in which the character had to succeed before the time runs out.

Therefore, the concept was conceived: your jerk boss, who forgot to organize the party, passes the responsibility to you and threatens to fire you in case of failure.

The aesthetic is mostly based on retro games, due to the fact that pixel art assets would be easier for me to produce. I spent the entire day (and some moments of the others) taking care solely of the game's artwork, many of which I produced myself based on existing designs.

From a gameplay perspective, I knew I wanted to have item variety, adjustable prices and multiple stores, in order to add variety to the game itself. Also, as always, I sprinkled a few hidden interactions and easter eggs, only accessible through owning or equipping certain items.

Finally, from a gameplay perspective, we have our basic movement and animation, tied to the Rigidbody2D component, which shouldn't be any kind of surprise. For the dialogue, I created scriptable objects which I could

chain together and add conditions to, and simply switched between them when the button was clicked.

Finally, the game items (i.e food, decorations, costumes and sweets) were also created though the use of scriptable objects, in which their type and value were stored. They were then placed inside characters' inventory systems, which are based around lists. Any trade would add or remove gold to the player inventory, and subsequently exchange the item in question from one character's inventory list to the other.

I believe most of what had to be said about All Hallow's Eve (and yes, I know the spelling is off) has been stated in the paragraphs above. I do really hope we get to continue this conversation, and I hope to hear from the team soon.

The warmest greetings from southern Brazil,

Amon Santos.