Arthur de Vasconcelos Vidal

arthurvvidal@gmail.com · linkedin.com/in/arthurvasconcelosvidal/

APPLICATION PROJECT· BLUE GRAVITY STUDIOS

- Systems
  - Input System
    - The input system centralizes all the player's input, processes this input, and serves it to other objects that need it. The PlayerInput.cs script is responsible for capturing inputs and making them available through callbacks and properties, providing easy and quick access throughout the code, and making the project more flexible.
  - Interaction System
    - The interaction system allows me to create any type of interaction, only worrying about what that interaction will do in the game. The InteractiveBehavior.cs script is a class that serves as inheritance for other interactions in the game. This class already has all the previous behaviors of any interaction, and it is only necessary to create exclusive behaviors for each interaction.
  - Shop System
    - The shopping system was designed so that any purchasing interaction could be done through it. The UI_ShopManager script is responsible for displaying all items in the store along with communicating with the player. Items are provided by ShopKeeper.cs (inherits from InteractiveBehavior.cs) at the time of interaction.
  - Player Manager
    - PlayerManager.cs centralizes player behavior scripts and useful behaviors like RigidBody, the idea is to create a hub where all player components can be easily accessed without the need for a getComponent.
- Thought process
  - To carry out this project, it was necessary to organize each thing to be done in advance, as the project was relatively small, it was possible to create a skeleton and have a vision of the project, this skeleton served as a guide for each feature made in the project, so I had control over the development time of each feature and their respective priority levels.
- Personal assessment
  - As I hadn't developed in Unity for about a year, I needed some time to re-establish myself in the engine, but I managed to complete the entire project and still open up the possibility of making it scalable, however, I had problems dealing with the interface system of unity. I still have a lot to learn about the engine and game development, I would like to be able to grow as a developer and help Blue Gravity to increasingly improve its projects.