

For this project, I analyzed the test requirements and started creating a concept map and sketches on how to connect different game systems. I decided to begin with the store system and UI interaction, as I not only wanted it to work but also wanted the player to have visual feedback. Once the system sketches were completed, I started looking for art that caught my eye. I initially found one on the Unity Asset Store, but as I began sketching the level, it didn't convince me, so I decided to change it completely. Thanks to Itch.io, I found another asset that I liked much more. Using the test scene from the asset, I modified the scenario to be more appealing and meet my needs.

Once I had the desired map, I continued with the character and UI. I had to explore various options as none met my criteria. Finally, I found different assets that helped me create what I had in mind. I began working on the character's movement and animation system, deciding to implement it for all 8 dimensions (basic and diagonal movements) to ensure the character felt smooth. I created a blend tree for the animations. After completing the character, I moved on to the inventory system, aiming to change the character's skin by selecting available skins. I created a system to change the selected skin's sprite sheet. After that, I implemented the buying and selling system within the store. When purchasing, it verifies the player's money, and if the purchase is successful, the item is depleted in the store and added to the player's inventory. If sold, it becomes available again in the store. I then addressed logic issues that arose, thoroughly testing all possibilities to prevent breaking the store.

Next, I created a small gameplay and lore involving a statue and gold that can be collected from the ground. Finally, I modified and designed all UI elements using downloaded assets, aiming for the best coherence within the game. I added a sign to guide the player, modified the cursor, included ambient music, and thoroughly documented my code.

In summary, I thoroughly enjoyed developing this project. Although I acknowledge that I could optimize the code further, I designed it to work, be modular, and easy to modify within the development time constraints.

References and links:

<https://cainos.itch.io/pixel-art-top-down-basic>

<https://srtoasty.itch.io/ui-assets-pack-2>

<https://elvgames.itch.io/free-inventory-for-rpg-or-farming-games>

<https://bdragon1727.itch.io/retro-pixel-ribbons-banners-and-frames-2>

<https://kicked-in-teeth.itch.io/point>

https://www.youtube.com/watch?v=I3SQoTS9Peo&ab_channel=Cz%C5%82owiekDrzewo