

## Game documentation for developing a test task for LSW

### Idea

The idea behind the creation of the game world was to move away from the usual store and create something more and more original.

### Building the game world

The construction began with the selection of ready-made assets on platforms such as UnityAssetStore, Kenney, Craftpix, etc. The choice fell on an asset in which there were the necessary tilemaps and buildings that quite clearly described the idea of the outside world. I turned out to create a village in the forest, where our hero comes to hide from pursuit.

### Adding NPC

NPC was also selected from ready-made assets, which helped save time for placing colliders, layers and writing the first scripts. NPC`s also have a mood that directly depends on your convergence(try to reduce it), depending on the mood NPC dialogues addressed to you are built.

### Hero's inventory

The hero's inventory window is divided into two windows. It was assumed that the left window will show the same wanted poster and your convergence with it, and the right window is the hero's inventory where he can put on and sell things. The more things of different types you put on, the less your convergence becomes.

### The Shops

There are several stores on the map(this is done for a variety of games), each store belongs to a certain type of clothing(hood, belt, jacket or mask) that will help you reduce your convergence with wanted poster. Select wardrobe to your taste and color by buying different equipment for the game currency which is given to you at the beginning of the.

### Main Menu and other features

Besides the game scene there is also a menu. Both scenes have particle systems and music, hints and an introductory story before starting the game for new players.

In two days I got a good result, of course the more time the better, but I tried to squeeze the maximum out of this time.

Have a nice game!