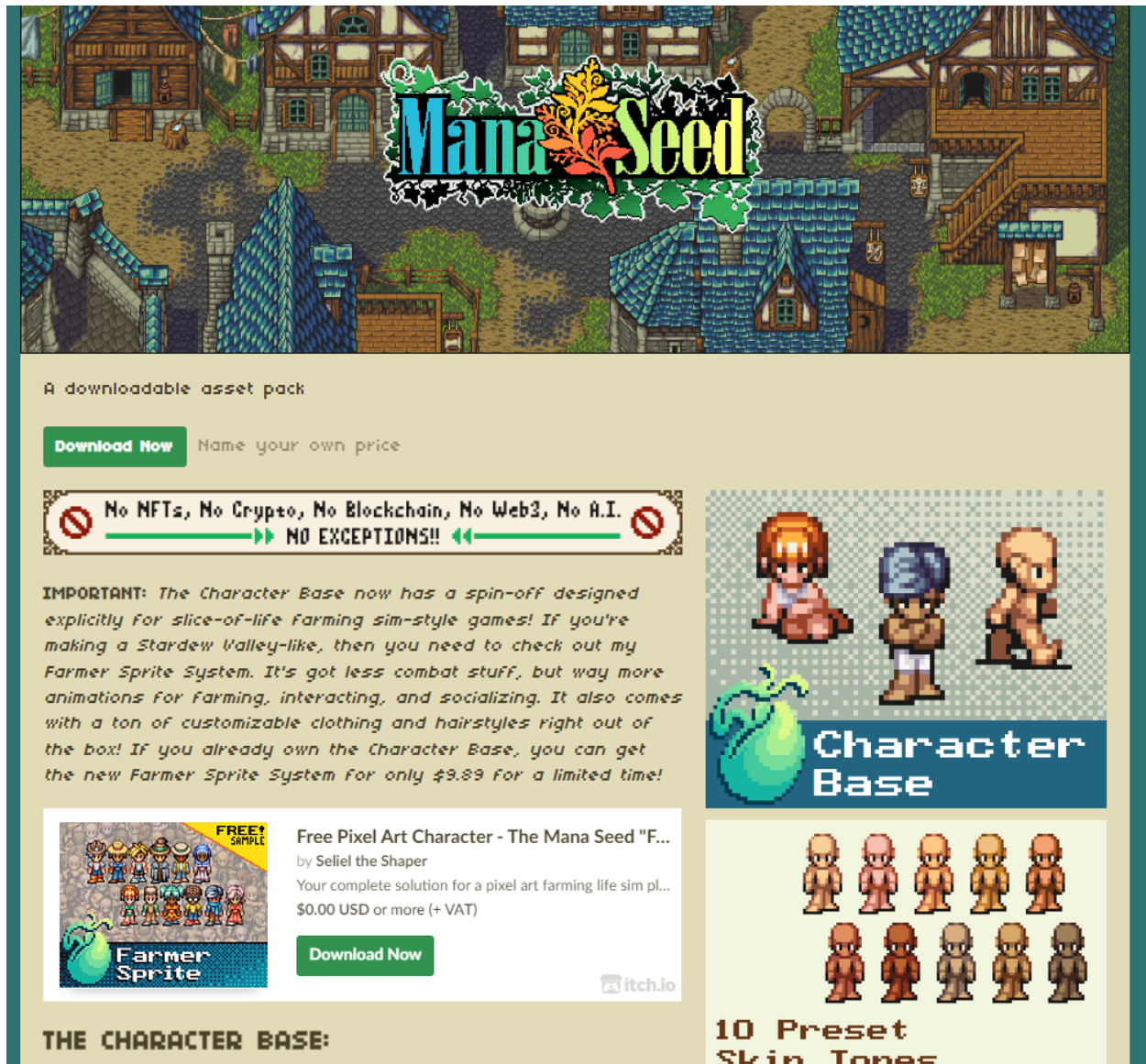


Development Process

The task started first creating a repository (using Github) for the project and synchronizing Unity project created files. After created the repository, the first task accomplished was to select a consistent UI and Sprites for the project, the selected sprites were Seliel the Shaper's Character Base ones, for UI the selection was Brackey's 2D Mega Pack UI sprites.



The screenshot shows the Itch.io store page for 'The Mana Seed' asset pack. At the top is a large image of a pixel art village scene with the title 'Mana Seed' in a stylized font. Below the image, it says 'A downloadable asset pack'. There is a 'Download Now' button and a price field set to 'Name your own price'. A banner below the button states 'No NFTs, No Crypto, No Blockchain, No Web3, No A.I. NO EXCEPTIONS!!'. The main text describes the asset pack as a spin-off for slice-of-life farming sim-style games, mentioning 'Farmer Sprite System' and a limited-time offer. To the right, there is a section for 'Character Base' showing three pixel art characters. Below that, there is a section for '10 Preset Skin Tones' showing ten different skin color options for a character. At the bottom left, there is a section for 'Farmer Sprite' showing a group of farmer characters and a 'Download Now' button. The Itch.io logo is visible in the bottom right corner.

A downloadable asset pack

[Download Now](#) Name your own price

No NFTs, No Crypto, No Blockchain, No Web3, No A.I. NO EXCEPTIONS!!

IMPORTANT: The Character Base now has a spin-off designed explicitly for slice-of-life farming sim-style games! If you're making a Stardew Valley-like, then you need to check out my Farmer Sprite System. It's got less combat stuff, but way more animations for farming, interacting, and socializing. It also comes with a ton of customizable clothing and hairstyles right out of the box! If you already own the Character Base, you can get the new Farmer Sprite System for only \$9.99 for a limited time!

Character Base

10 Preset Skin Tones

Farmer Sprite

Free Pixel Art Character - The Mana Seed "F..."
by Seliel the Shaper
Your complete solution for a pixel art farming life sim pl...
\$0.00 USD or more (+ VAT)
[Download Now](#)

itch.io

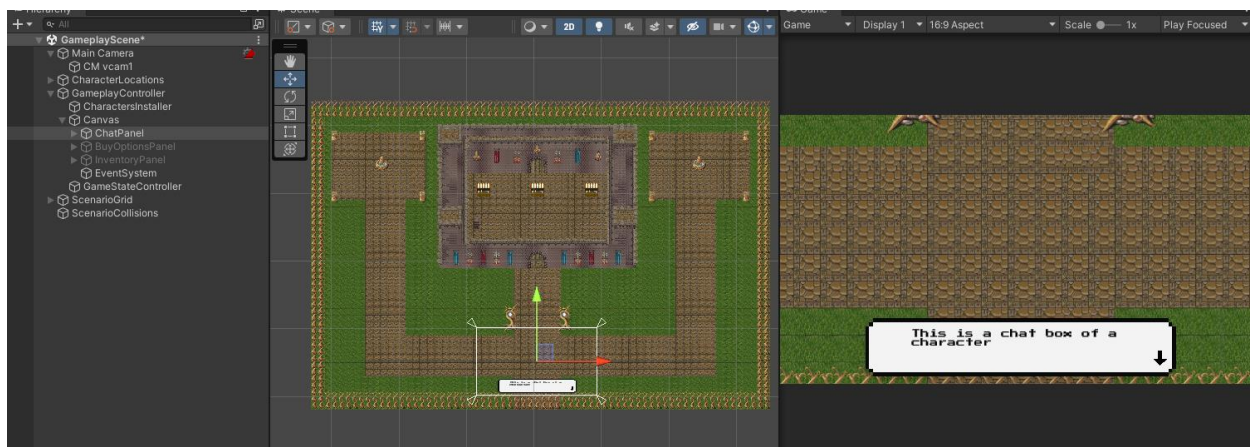
After importing the sprites to the project, Cinemachine and Unity Input System were added to the project for easier and better control of inputs and camera. With input system in the project, an input map was created to support multiple control inputs and for easier coding. Before starting to code, first UI and animations were created.

Starting with coding, the first goal was to create a generic character script for further inheritance by main character (The player) and NPCs (i.e, Shopkeepers), this generic script made easier to implement a build pattern for characters creation and an installer to control the creation of them.

```
CharacterBuilder.cs | CharactersInstaller.cs | ChatPanelController.cs | BuyOptionsPanel.cs | CharacterController.cs | CanvasController.cs
Assembly-CSharp | CharacterBuilder | characterPrefab

1 using UnityEngine;
2
3 public class CharacterBuilder
4 {
5     #region Fields and properties
6
7     private BaseCharacter characterPrefab;
8
9     private Vector3 position = Vector3.zero;
10    private Quaternion rotation = Quaternion.Identity;
11
12    private SOCharacterData characterData;
13
14    #endregion
15
16    #region Public Methods
17
18    public CharacterBuilder FromPrefab(BaseCharacter prefab)
19    {
20        characterPrefab = prefab;
21        return this;
22    }
23
24    public CharacterBuilder WithPosition(Vector3 newPosition)
25    {
26        position = newPosition;
27        return this;
28    }
29
30    public CharacterBuilder WithRotation(Quaternion newRotation)
31    {
32        rotation = newRotation;
33        return this;
34    }
35
36    public CharacterBuilder WithCharacterData(SOCharacterData characterData)
37    {
38        this.characterData = characterData;
39        return this;
40    }
41
42    public BaseCharacter BuildCharacter()
```

For data control and communication, Scriptable objects were used, in this particular case for characters, inventory and items data, avoiding spaghetti code regarding references between systems. After characters creations and control, the next step was UI flow control, using as guideline mediator design pattern an UI controller was created with reference with its immediate child objects, in this case the panel controllers.



After UI flow and panels controls a dialog system was implemented, then a service locator was created for core installer or controllers that could be required for further use without a direct reference. The best example of a system that used this locator was UI controller and game state controller. Finishing with code polishing and testing, the moment to create a level had come, for the project was used castle tiles found here: <https://opengameart.org/content/castle-tiles-for-rpgs>.

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Castle Tiles for RPG's

Author:

Hypotosis, Zabin, Daniel Cook

(Submitted by Zabin)

Tuesday, December 25, 2012 - 22:45

Art Type:

2D Art

Tags:

CASTLE

RPG

TILES

32x32

PIXEL

Keywords:

ZELDA

FINAL FANTASY

CC BY SA

CC BY SA

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• Assets for Planned Use in Realm of Kuhray

• Awesome Game Art

• Best Orthogonal (rectangular) Tilesets for Timetaps

• cc-by-3 possible game kits and gfx

• Circle Graphic like art

• Collected

• Comb Hair

• Credits

• D4

Preview:

Here's another Christmas present for you guys in the opensource community :)

I just made this Castle to replace the ugly and questionably licensed one I had on dusk from years ago... before OpenGameArt existed. <http://duskzpg.blogspot.com/>

I also told Bertram that I would try and come up with a Castle to help him complete the tilesets he needs to make his game "Valyria Tear". I know Roots was asking for artists to draw up a Castle for his game "Hero of Allacrost" before he disappeared, so this is a christmas present to both those guys and also a welcome back gift to Roots.

The Castle roof blocks could use better texturing but I think I've nailed the general shape of the castle :)

I hope you guys like the example screenshot I've drawn up with Tiles.

Most of what you see in the example came out of tilesets I've submitted to OGA but there is a couple things I think I should point out that didn't come from my submissions. The bridge came from The Mana World (Inukard I think). The boat, dock, water ripple and a couple sacks came from LPC's Dancekdu.

Edit: I drew this awesome example to show what's possible with the art assets that are available on OGA. The only thing in this example that isn't on OGA is the big bridge which was made for The Mana World by Inukard licensed GPL. Everything else is either licensed CC BY 3.0 or CC BY SA 3.0. The following links will bring you to all the tilesets I've used in this example.

Inukard's big bridge (GPL): <http://forums.themanaworld.org/viewtopic.php?f=8&t=14684&id=4695e444fb>

Daneekdu's LPC submission (CC BY SA 3.0): <http://opengameart.org/content/farming-tilesets-magic-animations-and-ut->

Hypotosis' huge collection of 2d tiles (CC BY 3.0): <http://opengameart.org/content/bots-of-free-2d-tiles-and-sprites-by-hypot->

Jetref's wood tileset (CC BY SA 3.0): <http://opengameart.org/content/2d-lost-garden-tileset-transition-to-jetref->

Daniel Cook's grass from Lost Garden tiles resized to 32x32 (CC BY 3.0): <http://opengameart.org/content/2d-lost-garden-zelda-style-tiles-resized->

Oh and if it's a problem having the big bridge (only GPL item) I'll remap that area with something under a CC license.

50% of what you see in the tileset was created by me and 50% is Hypotosis' stuff I thought would fit in with the Castle--End of edit

There's a lot of neat things going on in the screenshot. Cute birds in the trees, somebody's been killing people and disposing of their bodies by chucking them off the bridges.

<http://opengameart.com>