

Blue Gravity Task Report

Project – NinjaShop

Developer – Dhyego Fellipe Almeida Martins

Production time – 48h

Hi! First of all, thanks for the opportunity, it was an interesting challenge. Curiously I never done a shop before, so I learned a lot! Now, I will write according with the production, so let's start!

I began the project by preparing the basics. I installed the correct Unity version, created the github repository, took a look at assets that could help me during the activities, added the main folders into Unity and of course, made the first commit!

After that I started planning a simple wireframe in FIGMA, just to clarify the ideas and also facilitate the project visualization. Then I accessed the Package Manager and began the installation of assets and support tools like Dotween.

Next I planned how the communication between scripts would be and how to make the changes into the Ninja sprite in runtime. I decided to only change four parts of Player Ninja(hood, face, torso and pelvis), as they were the most visible parts and therefore would be more significant for the player.

So, I developed a NinjaCloth.cs, and created a ClothPrefab with it. Then I could modify the sprite, cost, name, etc. After that, i created four folders, one for each type of cloth, and then created four prefabs in each folder.

Afterwards, a clothButton was created to receive the NinjaCloth info when the game started. This button had all necessary information to communicate between the Player and the Shop. It worked like a container to send information to inventory when the player bought the cloth.

With all the communication working, i started the UI Creation, I took new UI assets because I wanted to create a ninja/feudal environment with dark, brown and red colors. I also tried a clean UI, so i used toggles to organize both the shop and inventory.

When the UI was working according to my thoughts, I replicated every button and toggles to create the entire UI. After that, I started player movement and began the search for a topdown background environment. It was challenging because there weren't many options. I then chose one in pixel art style(despite being different from the ninja art, it didn't look very strange).

Following that, i added the communication for when 'I' pressed to open inventory, and 'E' to interact with the shopkeeper. I added the props, adjusted the layers between player and the environment, and then added the sounds. Finally some bugs were fixed project Done!

Thanks again for the opportunity! And I hope see you soon!