# Dimitrije Denic Taks for Blue Gravity Studios

# Cozy Quest

Cozy quest is a small game/experience created as a test task for Blue Gravity Studios. When I got the task, so many ideas came to mind, so I decided to treat it a bit like a GameJam.

The basic idea was to create a simple exploration game where you can interact with everything, gather resources that you can trade in the shop for money and use the money to buy clothing.

Basic systems I wanted inside the game were:

- Clothes wearing
- Interaction
- Dialogue
- Inventory
- Shop
- Economy

**Clothes wearing system** – I created this system to be as expandable and modular as possible. Since every clothing item has at least 4 animations that are composed of sprites, I was thinking how can I make the process of creating these items faster. So first I tried to make one set of animation per clothing type (body, hats, hair…) but as I later found out, system I created for this was Editor only, which meant it would not work on build. So I went the rout of getting that initial animation clips and based on them create new animation clips that I can just assign to the scriptable object of the clothing.

**Interaction system** – This system was created with the ability to be as modular as possible. You have 2 main scripts Interactor and Interactable. Player has the Interactor component and when a trigger between Interactor and Interactable happens, Interactable starts waiting for the Input to execute onInteraction event to which you can subscribe as many behaviors as you want. So basically, you can quickly and easily create interactions of any kind.

**Dialogue system** – I wanted to have dialogues for some of the interactions. For example, the shop keeper and player, player commenting on different things, and other. Dialogue also utilizes scriptable objects. So you can create Dialogue asset, fill it up with dialogue data and assign it to the Dialogue component that is talking to the Interactable component. When the dialogue finishes last sentence in its queue, onDialogueCompleted event executes that can also call any number of behaviors. For example when the shop keeper stops talking -> open the shop Ui.

**Shop and Inventory systems** – Shop and inventory work on basically the same principle. Each of them has their internal inventory to which you can add,remove or replace items. Clothes (wearables) extend the Item base Scriptable object. Item holds its sprite and price.

Since I have only one other item in the current game apart from the clothes, only current usage of the non-clothing item is to be sold to the shop keeper for money, I wanted to extend the behavior so that you can make different items have different usages, but time is a limiting factor.

**Economy system** – Economy system is nothing special, basically stores amount of money player has, and methods to add/remove money and check if there is enough money to buy a specific item. Basically bare bones system, but enough for what I needed.