Interview Task

Documentation:

I like to create everything as modular as possible, so that was my main focus for this.

For the sake of the challenge, I decided to not borrow any code from any other project or github repositories, so all the code present in the game was written by me during the 48 hours sprint.

This game has simple mechanics:

- Walking: WASD
- Interacting with Chest and Merchant: E
- Open Inventory: I
- Move/Equip Items: Mouse Input

The movement of the character is a simple position translation script that is also animated by the x and y inputs.

When the playable character gets near a chest or a NPC, an interaction prompt appears and by pressing E you either:

- Open Chest : which is programmed to give you items from a pool of items and a gold amount. Those can be predefined when the chest is placed down in the scene.
- Interact with Merchant: which will open a shop interface and player's inventory without showing the Equipement. This is allowing the player to Buy and Sell items on click

Player's inventory is straightforward. There is a drag and drop mechanic and an Item Type system that is stored in the Item's scriptable object.

The Item types are:

- None: this means that the item is neither a Head gear nor a Body Gear
- Head: which means that can be placed in the Head Equipment Slot and that will update the appearance of the character's head.
- Body: which means that can be placed in the BodyEquipment Slot and that will update the appearance of the character's body.

The world map was simply made using a Tileset Palette.

External Assets:

- Character - https://seliel-the-shaper.itch.io/character-base
- Merchant - https://opengameart.org/content/animated-rogue
- Map Tileset - https://lukepolice.itch.io/pixelariumgrasslands
- UI - https://opengameart.org/content/golden-ui

Thought process:

At first, I made a quick Trello page with all I needed to do. That stopped me from over-scoping the game while coding.

After the first 4 hours I ended up my first sprint and I had the Movement, Chest, and all clothes animations ready.

The next sprint took 6 hours. After the first 3 hours I started to push up the scope a little bit after I was done with the Inventory and shop system as there was not too much to do left. So I invested another 3 hours into the map, UI and extra animations.

During the Wrap up time, I actually went a few steps further. I optimized the game here and there, and at last. After a total 10 working hours, I got the Task Product.

Personal assessment:

I love to make games, and the game prototype I just created for this task was amazingly fun.

As for the performance, I am pleased with how it turned out. I am proud of how fast I managed to make this.

I could say that the code is not 100% perfect. I could have divided some scripts into more to keep the single responsibility principle, and I messed up some naming conventions.
But considering that I also have a 9 - 5 I am proud of how it turned out.