Blue Gravity Studios Task – Facundo N. Mariani

First, I started reading the instructions carefully. Then I made a detailed list of the tasks and aspects required in the project.

I started by downloading the required Unity version. I created an empty project and made a repository where I uploaded the first commit.

I began developing the **Player**, incorporating a package of assets from the recommended list. Then I worked on the Player's **walking ability** and updated the corresponding sprites.

I continued with the creation of the **Shopkeeper** giving the required **buy and sell** functionalities. I also built a **functional UI** for these tasks. At this stage I created an inventory system that could be used by both the Player and the Shopkeeper.

Then I improved and adjusted the UI to make it more **aesthetic**. Adding some downloaded sprites.

At this point I ran into a problem when I tried to build the project so I had to debug and change the Player sprites loading system.

After fixing that problem I continued with some fine improvements like blocking the player's movement when he is in menus.

I added **tweens** to make the level and characters feel more alive. I put the **instructions** keys on the game screen. And I added a tilemap to design the level and block the sides.

Then I added a music and sound system. This part of the code I reused from a project I had done before.

I improved a little bit the interaction system of the player with a sign and with the Shopkeeper.

Finally, I made the realization of this document.