

Simulation game by Julian (Lanty) Tejo

The game is a simple demo in which you can grab items, store them into your inventory, buy items, sell items, and talk to NPCs and shopkeepers.

I made 7 Systems/Features total:

- An Inventory System where you can store and equip items.
- Tooltip system where the game shows more information about something in the game on mouse hover over that something that has the "TooltipTrigger" script. This tooltip scales with text size and moves more to the center of the screen the closer it gets to the screen edges
- Dialogue system where you can trigger dialogue with anything that has a dialogue trigger by pressing the interact button
- A main menu with 2 buttons: "Quit" that closes the application and "Play" that loads the level.
- A pause menu where you have 3 buttons and a volume slider. Buttons are Restart, main menu and Quit, the main menu button loads the "MainMenu" scene
- A customization system in which the player can equip any item as clothing and said equipped item is reflected on the player model. I used a player with skeletal animations since swapping parts is easier this way than swapping SpriteSheets on pixel art characters, because the animations are in the bones themselves rather than in the art.
- A Tilemap with a tilemap collider to decorate the level.

During the interview

As soon as I started I looked up tutorials on YouTube on how to make character customization and a mouse tooltip, Those were the things that I had the least experience with.

I tried using chatGPT the chat AI from OpenAI to assist me with programming but that turned out to be unhelpful since it gives you code that sometimes works and it doesn't tell you how to make the UI or other stuff alongside the code. In addition to that, ChatGPT often gives you the wrong answer with the upmost confidence so I ended up discarding this tool on the first day.

On day 1 I did the initial Project setup which consists of installing the unity version, creating a github repository, setting up a Trello board with tasks and creating the project from the Unity 2D core template.

After that I started coding the core features that were asked in the interview page (movement, interactions and inventory)

Later in the day, I had a power outage for one hour, but didn't lose anything because I saved my progress in unity and also Had my project up to date pushed into my github .

On the 2nd day I finished with the inventory and started with creating a shop where you can buy and add the item to the inventory and sell the item to get money. Later, I made a player wallet that handles In Game money transactions and a UI for what the shop would look like.

On the Third day I finished with every feature that was requested and tested thoroughly that everything was working as intended.

On the 4th and final day I Polished stuff, fixed a variety of bugs and decorated characters and Ui with free assets, animations, etc; from both itch.io and Unity Asset Store.

To conclude I Created the Game executable Build and Wrote this Document.

TO summarize, this image represents my development story with this game:

Day 1 Basic Functionality - 7 Hours of work + 1 hour of power outage

- Project setup
- Inventory
- Money
- Dialogue
- Movement
- Tilemap setup
- Prefabs
- UI Placeholder

Day 2 More functional stuff - 5 Hours

- Inventory Tooltips
- Pickup Items
- Shop Setup

Day 3 art & music - 7 hours

- Shopkeeper
- Buying and Selling Items
- Background Music

Day 4 Polish & feedback 7 hours

- Pause Menu
- Main Menu
- Game build
- 300 word essay