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## Sim Prototype Report

The idea I had for the game was making it very simple since there isn't too much development time. I wanted to make an outdoor scene with houses, like a little village where you could then enter the shop but settled for just the inside of the shop. To add a little interaction, you have to go near the shopkeeper to open the shop menu.

The system for the game uses items as ScriptableObjects (SO) assets. Each item is an SO that can be edited inside the editor so it's easy for designers/artists to interact and create them. There is also a Database-like SO that holds all the items in the game. With this it is possible to have different sets of items available in the game easily. It is also very practical for designers to add and remove items from the game this way. The Player and Shop have an Inventory of Items instantiated from the data of the item's SOs. The Shop and Inventory UI then read their inventories to put them on the screen.

To gain time I used premade assets for the game's visuals. However the asset that I chose for the character had some issues (the way the sprite sheets were named and organized) that made me lose a lot of development time creating a workaround to be able to use them. In a work environment it would be better to just ask the art team to adjust the art files as needed. The player's animations used a paper doll system, so based on the current base character sprite animation I would then swap each clothing piece frame to be in sync with the base character. The swapping is done in the Late Update method. Doing it this way eliminates the need of each Item to have its own animator and animations, they just mirror the player's animation to stay in sync.

I made the Items' system with 3 simple types in mind: Clothing, Consumables and Souvenirs. Clothing are all wearable items. Consumables are all items that can be consumed in some way, like food or potions. In a finished game they could change the player's health or give temporary buffs. And souvenirs are items that can be "used". They serve as collectables or maybe key items that the player must have to complete some quest but the player doesn't need to actually equip or use the item, he needs only to possess it.

There wasn't enough time for me to add a start menu, add sound to the game and do an overall polish. But the main functionalities are there. I focused on making the UI look good with some juiciness effects but was short on time. In this juiciness aspect there's a lot of room for improvement. Overall I think the game has the requested functionalities and looks good.