

Little Shop World - Development Process - Bernardo Braga

After reading the test briefing, I downloaded the required Unity version. While downloading, I started the development searching for references of similar games to better define the scope and what the core functionality would be. It was very helpful to define UI structure and behavior. Using Trello, I defined the general tasks required for the project to work and put them into cards, which were set to "To do", "Doing" and "Done" lists. Then, after the download finished, I set up a repository in Github. With the setup finished, I started coding and completing the tasks in a determined priority to get a small prototype as soon as possible. Since aesthetics and the overall quality were requirements, the art was developed by my girlfriend (<https://www.linkedin.com/in/soubbru/>), who already had experience with 2D game art in previous projects. This way, the art became consistent. The art integration was a process parallel to the coding, to better grasp if the aesthetics were working and to see if the functionality was appropriated. During my development process, I like to use windows notepad app and pen & paper to ideate what the code can be as much as possible before implementing changes to the codebase. The UI system and the event system are prewritten code made by me in past projects, however I made modifications during the test. The game uses singletons to centralize some areas, like UI, and Inventory management. In each object, I encapsulated behaviors in dedicated scripts as much as possible to make the codebase more modular and easy to identify problems. I also use namespaces as a habit to facilitate integration in the case other programmers join the development. The final hours were dedicated to fix small bugs and polish details, like the cursor texture changing relative to shopkeeper interaction. For optimization, I added sprite atlases and created scriptable objects settings whenever possible. I believe the code is good considering the time given by the test, but sure can be improved. Looking forward to the feedback and I wish the team the best! :)