

# PROJECT\_INTERVIEW

## Pre-made assets:

To create a good shop system and some intractable shop keeper I needed some art to start with, as I am not that good at designing so I decided to take art from itch.io, which contains environment and shopkeeper, I edited the shopkeeper and got art main player. For UI too I decided to take from itch.io and I edited UI too as I saw fit. Apart from art, I used premade code from itch.io name "TextTyper", from all scripts that are the only script that is not written by me.

Link for Art and UI design:

1: <https://cainos.itch.io/pixel-art-top-down-basic> (LEVEL AND ENVIRONMENT)

2: <https://mounirtohami.itch.io/pixel-art-gui-elements> (UI)

Only above mention stuff is pre made rest of the project is made under given time limit.

## How I started:

I started with designing the whole level and laying out some grounds for my player to move around, due to lack of designs I decided props be a shopkeeper.

After the first step of designing the level I hopped on for making basic player movement scripts so can navigate around levels and following the player movement script I scripted a camera to follow the player.

At the time moment how the player was going to be a simple square sprite, was not satisfied or happy with that decision at all, then I decided to edit the shopkeeper and made my player and it was fitting well with the art style rather than a simple square roaming around.

Art with set completely with basic scripts for traversing level, then I started scripting the shopkeeper's scripts and making UI for shopkeepers, which included indication over his head so the player can identify him as the shopkeeper, the question he will ask player when the player gets too close, greeting when player leaves, etc.

After UI and the shopkeeper were unable to talk with the player I scripted the shopkeeper function for him to interact with the player.

After shopkeeper up and running I quickly designed shop UI where the player can buy shirts, because of lack of designs I was just able to implement shirts, was planning to design bottoms and some accessories. But because of art limitations I just stuck with shirts.

Designed shirts for the player to buy in Aspire and it was simple looking yet was good looking. Made a place where you can stand and after your bar will get full you will be rewarded some amount of money which you can use in the shop to buy shirts.

With the money system up and running I hopped on the important task of making a shop system while making some changes in the money system.

And at the end, I added some post-processing effects and sound effects for the button and background music.

## Codes:

**PlayerMovement:** Basic script every game requires is player movement, started with getting raw axis in both directions and multiplying some amount of velocity to it, the player was able to move around the level, with a Boolean attached with it, so while the player is in the shop it cant move around while shop Ui will be on screen.

Then added some animation to it while animation contains a single sprite and the left and right direction was handled by local-scale of the game object.

**UiManager:** Script for keeping all UI on the place they will be used for example shopkeeper's conversation should be on his head. And added some button sound at the end.

**MoneySystem:** Script for keeping a check on player money, when to add money how much money should the player have, and a job trigger where the player came be and collect some amount of money from it.

**ShopUiManager:** Script for regulating the shopkeeper's conversation with the player and function of all buttons, and which screen of the game object should be active at a given time.

**ShopClothingSystem:** Script for whole shop system, all buttons functions, and information of how many items are there in the shop and how many items players have while saving it in int from, 0 means item not bought, 1 means item bought and 2 means item equipped.

## Experience:

Experience, while programing and designing these games was so much fun, as I always wanted to make a top-down tongue game with skins and items players, can buy and sell, but because my no art support, not my skills are up to the level I want to be, but was able to create something similar to what I wanted too, at a personal level I did way better than my last project.