

Beginning of creation:

Firstly, I set up the character controls and project setup as required by the test.

After that I thought about the layout of the game mechanics i.e., their overall structure as the task is really simple but since there are many ways of achieving the same, I tried to make the most optimal.

I subdivided the mechanics from the most backend to frontend, meaning from databases, Scriptable Objects to Ui Managers.

Setting up Mechanics:

Conversation Mechanics:

I opted for Scriptable Objects to hold “Conversation” Object which is a class that stores an array of dialogues for a given interaction, “dialogue” in itself is a class which stores data about a given sentence such as its content, the current speaker etc.

“Conversation starter” is class which is attached to characters that triggers on collision enter a greeting the player and a set of options with possible questions to ask/interact with him, the layout is much like ‘stardew’ simply approaching the player initiates a conversation with him.

Buying. Selling. Inventory. Item Entities

This was a very simple task as well, first thing I created an ‘Item’ class to represent a single entity in a game sword, cloth etc. It is referenced by a unique Id. Item Database holds an array of “items” which the Game Designers input. And the inventory simply holds a list of items we own.

Buying and Selling:

This one is also a not so complicated mechanic basically the shop cycles ‘item’ database and pulls needed objects, I filter them by an enum I set up in ‘item’ class. The Ui scripts do their thing, and we add the item to inventory and deduct currency. Opposite is true for selling of course we would not cycle all the database we just need to cycle the inventory and when we sell simply remove the item from our inventory.

P.S I have used in many instances a much simpler code than would need a production game for instance I remove item from inventory by itemId meaning the first one we find much rather than removing the exact item that was sold, or in other places I maybe not have cached singletons or else.

There is only one script I did not write is the camera follow, because it is very simple thing was no need to make my own.

I completed int less than 24hours the most annoying part was to find artwork that would fit my needs but was a very fun thing.

So wrapping up basically all the mechanics mentioned in the interview list have been completed, I would love to hear what team LSW thinks!

I could spend time polishing the game, but I would much rather prefer another task or specific thing to add into the game!

Controls are as follows.

Inventory/Clothing Selection - Tab

Skip a sentence – LMB

Quit Interaction – Esc

Shop Sorting/Clothing Sorting – Just clicking will do 😊