

Documentation

GRAMd RPG - Take-home test made by Douglas Barbará for Gram Games

Used Tools

The test was made using Unity (2019.4.18f1 LTS) for engine and JetBrains Rider for coding IDE. The only 3rd party plugin I've used is available on the Asset store for free, it's Demigiant's DOTween. (Available at <https://assetstore.unity.com/packages/tools/animation/dotween-hotween-v2-27676>)

Dependencies

The only dependency on the editor is to have Unity of an equal or superior version than it was made. On mobile, you just need a mobile phone with android 6+ as operating system. It was tested on my personal device, Samsung S10. Though I haven't tested on an iPhone since I haven't a Macbook or an iPhone, by heart I'd say it would run just fine.

How to play

In order to run the game on editor, you need to open the Lobby Scene and press the play button on Unity. On an Android device, just open the app.

The game was made to be played both in Landscape or portrait. It supports both orientations and changing orientation while playing. The best resolution would be Full-Hd (1920:1080) but it remains playable on 1280:720. I've made some resolution tests, but device resolution varies a lot. These tests were completely manual.

Notes

Details on the thought process I had while I was developing is available at a trello board I made (Available at <https://trello.com/b/kfZBh2AC/gram-rpg>) and the code has a lot of comments on it to describe better how things work and my thoughts about the solutions I've decided to implement.

The Trello board is something I can't work without anymore(or equivalent), it helps me organize and categorize things I need to do and the order. It also works for me as an archive or sorts to go through what I've planned before and decided. I've left some other tasks to keep on working on it in my free time with ideas on how to go on.

The game has no Unit tests so far, it wouldn't hurt to have some especially to check how some objects would handle some events but I admittedly decided not to write any Unit tests at the moment of writing this document. I've tested everything manually and, given the size of the project and environment it is on, I think it's best this way.