

Hiron Scarabelot Miranda

22/10/2023

## Development and Thought Process

I started by thinking about which were the most important factors for a smooth Gameplay. The first things that came into my mind were: I wanted the Inputs to be responsive and feel good, so starting by the Movement and Interaction Raycast seemed like the right place.

The Movement is a relatively simple with a Animator Controller that make all the animation transitions. The Raycast is a simple line that can either aim at the direction the player is running towards, or the direction he's currently looking at. The Raycast was a new one for me as I used a switch with vector2(Which I have never used before) to get the Moving direction even through I was only changing the Sprites and Flipping the Scale.

My main concern when I was starting was the Inventory System similar to Stardew Valley, which I had never created before. Creating and Initializing the Inventory wasn't hard, nor making the Equipment pieces equipable, it was tweaking and making sure all the pieces worked right without destroying and Item or creating some Item out nowhere that took time to fix.

The NPC shop was pretty straightforward, as I was trying to achieve something simple, a Shop in which you could select the Item, read the Info and chose if you want to purchase it or not, accompanied by a Menu that enables the player to also sell the Items.

Everything related to Items were made with ScriptableObjects that were passed between different types of Slots that could keep the Item(Such as InventorySlot, EquipmentSlot).

After the most of functionalities were added to the Game, I focused in making the UI simple, but with a good touch of polishment, and I feel like DoTween is a great way to achieve that through Tweening the Panels as they Open and Close, making the UI feel more alive. This along with other Visual updates made the Game feel more Welcoming.

### My Opinion

I feel like the Game doesn't present much Content, but it shows a foundation in which a game could be Built. The Outfits could give buffs to the player, the Hotbar could hold items that could interact with the World, such as Axes, Pickaxes, etc. A lot more NPCS could be added with different Shops and Interactions.

I believe my code could be more Organized and had more Comments explaining them, I'm trying to improve in those aspects and those 2 days have been great to learn so much.

It's been a pleasure creating this Prototype and I hope you guys Enjoy it.

Thank you, Hiron Scarabelot

[Important]

I use JetBrains Rider as my IDE and Unity 2021.3.2.f1 have a bug in which it doesn't work with Rider. It's been fixed in the newer versions and my project is active in 2022.3.8f1. The Project works normally on the 2021.3.2.f1 aswell, it's just that I can't edit the codes in it.

I apologize for the inconvenience. It also caught my by Surprise.

I'm Ok with changing my IDE.

