

Brandon O'Dell

Team LSW Interview

July 17, 2021

Hello, after 32 hours since I started the interview project I was able to say I am happy with what I am submitting. I wasn't able to work on it for the full 32 hours but did work on it a lot. I really enjoyed the process of creating this game and used a lot of different methods I have learned through other games I have worked on. I wanted to show a lot of my potential as a game developer so I chose to create all of the tile assets myself and one-hundred percent of the code was written by me. The game assets that I did not create were the player character, the shopkeeper character, the player's home and the shop.

The game is pretty simple, the character has different sprite layers for the shirt and pants they wear. In the shop, you can choose from four different colors of the same shirt and pants. I was planning on have different designs for the shirts and pants in the shop but knew I would not have enough time to create those assets and add those in along with the colors. The way the shop works is by using the same shirt and pant asset that is originally on the player. The player saves a list of colors that you have purchased. Once the item is purchased you can then equip that item. The player controller gets notified to switch the color of the item to the specified color. Prior to being loaded into the game each clothing article is a white color, that way I would be able to set the clothing to whatever color I needed it to be.

The transition between scenes is simple as well. I have an image that covers the whole screen in the canvas. I have the image set to do a radial fill. Once you step into a trigger or click play the canvas is told to start filling in that image. Once the image is full the scene queue class will notice and switch the next scene that is queued up.

Thank you Team LSW for giving me this opportunity to be interviewed for a position with you. I hope you enjoy the game I have made. I look forward to hearing from you soon.