

Project Demo - Jam aka Kieran

All code and assets were created by me within the allotted 48 hours

Overview:

The framework I built was made to be an easily-expandable item management system at its core, using raw text files and JSON to drive a large amount of the content. To add an clothing item, one only needs to add an entry to *en_us.txt* and *config.json* as well as provide an image for said item.

The demo itself is meant to be a simple implementation of this framework, where one can buy and sell clothing, store clothes on mannequins or use them to swap clothing, and earn money to buy more clothes.

Items:

- Items can be added as mentioned before, making it very easy to add more within minutes

Dialogue:

- Dialogue options are controlled by **First.json* and **Subsequent.json* files, allowing the programmer to change the dialogue based on if this is the first interaction with a character.
- Dialogues include prompts, actions, and text, allowing for the configuration of the three prompt buttons on the right of the dialogue and adding the ability to invoke methods when they are clicked.

My Process:

I spent the first hour conceptualizing and figuring out how much time to spend on different things.

3hrs:

In the end I decided to spend as little time as possible on artwork, as in my experience asset-creation is a massive portion of the time spent on a project. Thus I settled on the very low resolution art style. I'm an artist but I'm not a *fast* artist.

~16 hrs:

I spent almost the entire time programming. I wanted to get a lot of systems in place as I do not like hardcoding values. My objectives included a JSON-driven dialogue system, JSON-driven settings and items, and the logic of the shop itself of course.

Bugs:

I had to put quality-assurance on the backburner for this timeframe so I'm aware of a few smaller bugs, but as far as I know the game won't crash.

Corners cut:

For the purposes of asset-creation, the player animation is purposefully over-simplified. I realized that it would be hell putting clothes on a 2d walking person so I made everything but the feet static.

There is no way to add variable text, for example a sell price, to dialogue at the moment