JULIAN_OSORIO_BGS TASK

Edge of Eden - DEMO

This task was extremely fun for me, besides a lot of crashes, I was already working on an RPG system with Inventory and Shopping, so expect MANY things besides "Just finish the task" (This is why I say I put love and passion in every game I can participate)

Unlike traditional methods that rely on constant checks for specific situations in the update loop, Edge of Eden utilizes a Broadcasting System. This approach eliminates the need for constant "waiting for an exact situation" in the update, ensuring a smoother and more efficient gameplay flow.

I use the power of Scriptable Objects to bring a new level of flexibility and customization. Player Spawn Locations, Scene Management, Inventory System for Player and Shops, Conversations (NPC's, Signs) and Game States such as Pausing, Playing, Loading, and Shopping are all managed using Scriptable Objects. This not only streamlines development but also empowers developers to easily configure and adapt various aspects of the game without delving into complex code.

Edge of Eden's Inventory System further showcases the versatility of Scriptable Objects. Players and shops alike benefit from a dynamic inventory management system that efficiently handles a wide array of items, including clothes and weapons. The use of Scriptable Objects for Items adds a layer of abstraction, making it simple to extend the game with new content and items.

As 2D game, the assets I found were not exactly separated (Like a Shirt), I could find the same avatar wearing different clothes but not separately, and since the animation of this avatar is completely linked to the whole prefab, one way to make the avatar look like it could change any wearable was to change the sprites from animation, since it's being animated all the time (Idle and Running)