

Medieval Ninja is a project born from the initiative to complete this interview test. Using the top-down view I want to share with you a medieval environment with a ninja as a main character, giving freedom to user to explore the small world I created. The main idea of this prototype is that character starts in front of his home and should look for the store to customize his accessories. Once the players gets the store, they will find out that its possible to customize the armor set and face set, these sets are purchasable using the starting gems amount given to player at the beginning. The game save the progress and its capable to track your purchased sets and gems amount, you can close the game and open it again and the data will be restored.

The development process of Medieval Ninja consisted in the next steps:

1. Asset importation (characters, maps, sprites, etc.).
2. Creation of main world tile-map.
3. Development of player movement.
4. Creation of store tile-map.
5. Setting the database scripts to be used in the store.
6. Development of player customization and load/save game logic.
7. Development of store logic.
8. Finally, giving important details as step sounds, checking the tile-map errors, testing bugs, etc.

External assets downloaded to create this project:

1. <https://assetstore.unity.com/packages/2d/characters/mighty-heroes-rogue-2d-fantasy-characters-pack-85770>
2. <https://assetstore.unity.com/packages/2d/textures-materials/basic-rpg-cursors-139404>
3. <https://assetstore.unity.com/packages/2d/environments/rpg-worlds-houses-and-interiors-168422>
4. <https://assetstore.unity.com/packages/2d/gui/icons/free-ui-pack-170878>
5. <https://assetstore.unity.com/packages/2d/characters/tiny-rpg-forest-114685>

Technical additional comments:

1. All the scripts used in the game are developed by me.
2. The MainWorld scene was created by me, not taken from any demo.
3. There are few details to improve. I would be glad to improve those in future if you consider my profile fulfill what you are looking for.

This experience was enriching for me and great challenge to create something with good quality in a short time. I hope you enjoy this project and will be happy to hear your thoughts.

Regards,

Johan Bobadilla Poveda.