

Development Process

As I always do at the beginning of anything, I took some time to envision what I would want for the final version. So first, after reading the instructions, I started to divide and organize everything in gameplay systems. Some things need others to work with and communicate and even when they are not clearly stated they can be sub intended. So First, I organized and set up everything that had to do with both Unity and Github and after organizing everything I started developing the project and its main aspects.

The first thing I did was to look at the assets sent to me. The main goal was to see if there are assets I could use in my project. I found pretty cool rogue-like characters that could help me out. So I took some time to understand how they worked. Then after importing everything I changed unity native input system to the new one since the new one is way more optimized and open to the opportunity of using not only the keyboard but a lot of other stuff if necessary. After that I started working with the character movement. With the new input system this was a really simple task. The next step was to look for the item system. I wanted something expandable and easy to increment if necessary. So I used unity scriptable objects, with which I could code one base item with the parameters I thought would be useful and just replicate and create a lot more of them with almost no effort. Then I took some time to do an interaction system, because when I would need something to be intractable it would only need to be heritage from this Interactable class. I wanted to be able to collect items, speak with NPCs and expend a lot more if necessary. So I did this interaction class to deal with all the collision and validation and with the inheritance I created more classes that knew how to interact. So now, I went to the player inventory and shop system. Since both of them would need each other to be complemented, I decided to do a base Inventory to be used for both cases. After that, it was time to make the currency system. Now that I had both inventories working I needed something to buy to put on them. Since the project required the ability to buy and sell items, I needed the money to be easy to check and change, so I used a static class. With all that done i did a simple npc to buy items so i could test the communication of the inventory with the store. It took some time but after it was done I was able to create more NPCs and expend more in the Store System. Lastly i put a little tutorial of the controllers and a Main Menu to transition from the main screen to the game scene.

As I started the project I did everything to stay very organized so I chose to use names that are easy to find and use abbreviations to help me get to them faster if I needed to change anything. I also did my best to be optimized and use only the necessary, but if I were to develop the assets used in the project I would probably use a sprite sheet for some sprites. In general the project was a very fun and interesting way to study more and develop myself. I really hope you like my work. If dont please tell me what i need to improve and what i could do better in the time that was given to me. I did everything with a lot of love and care as I always do with my work. I really hope this helps to show more of myself to everyone. I really hope to hear good news soon.

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