

Mini Sims Cat game

I would first like to thank BlueGravity Studios for the opportunity to participate in this challenge and I hope that you enjoy the game and the little details as I enjoyed making this game over the past 3 days.

At the bottom of this file you will find links to all the assets that I use on this project and references to other people's code.

First day:

- The first day I focused on finding the assets for this game journey In itchi.io I found a beautiful asset pack of a cat game pixel art and also an ui for that same asset pack , then I started building the scenario using the function of unity tilepallet I was able to create a nice and cute environment I set some animations and the visual aspect was ready to go, next up I was thinking about the movement of the character how I would like to move around the character, as the specifications were for a game like sims or stardey valley I decided to do a pathfinding to move the character around with the mouse, as the tileset was already a grid creating a grid to move around using the pathfinding A* implementation was the best course of action , I started looking for solutions for an implementation of unity , I found pages that talked about the subject and implementation, I followed the steps and made some changes to fit the specific characteristics of my game , this took me the rest of the day but it was done , the pathfinding and the obstacles was working , I just o implemented on my character.

Second day:

-On the second day I finish the implementation of my character movement and start experimenting with how I would like the player to interact with the world, and also some UI elements like the cursor smooth movement and the square that highlight a tile , so the player can understand where he is going to move, I decided that I wanted to use scriptable objects to manage the inventory and store system of the game I set up a small store where I can show items and sell items, the rest of the day I create the last panels for the ui , with everything almost finished I feel more comfortable working on polishing the game the next day

Third day:

-On the third day I work on the direction of the clothes since I don't have more sprites for the clothes I decide to play with the scale of the objects to create the effect , I think the results are pretty decent I also start writing comments on my code and organizing everything, the particle system for the leaf effect, the system of dialog with npc that triggers custom sprites and also handles multiple dialogs, and finally started adding sound to my game to make it more immersive and also different cursor sprites for different actions and with that the game is finished.

Brief scripts explanation:

-GameManager : Made as a singleton and contains references to the other main scripts, including the creation of the grid map, player movement and inventory of items

-ObstacleTile: a simple script that is added to a gameobject and sends it to the grid and blocks the tile

UIManager: Manage all UI interactions, panels, mouse positions and display items in the inventory or store.

PlayerMovement: Receive info from the game manager as a list of positions in vector 3, and then move the character (position) to that position

SoundManager: Contains a list of all the audio needed and a function to instantiate the sound

CameraFollow: Create a smooth follow through to the character

DialogText: created as a struct that can receive multiple options for a dialog, icon, image and is triggered by a click action

CustomMouse: A simple script that changes the mouse sprite when it is above an interactive object so that the movement is smooth.

ItemUI: Read the info on the scriptable object Item and create the ui interface for that object in the store and in the inventory

Item: the data structure that holds the name, value, icon, and positions of the objects

Links of Game Assets used:

1. Game Art : <https://cupnooble.itch.io/sprout-lands-asset-pack>
2. Game Art: <https://cupnooble.itch.io/sprout-lands-ui-pack>
3. PathFinding A* : <https://www.youtube.com/watch?v=aIU04hVz6L4>
4. Game sound : <https://void1gaming.itch.io/halftone-sound-effects-pack-lite>
5. Game Art: <https://cainos.itch.io/pixel-art-icon-pack-rpg>