

Blue Gravity Studio Task

Task preparation process

First of all, I researched the game: "Little Sim World" of which I was evaluating the gameplay, user interface, aesthetic, interactions and systems. Since according to what I was reading, the required task pointed to a game similar to the one you are preparing in the studio. Once I understood how the systems used and the art style worked, I tried to capture similar systems and art in this assignment.

Development Process

First, I created the store system and the game economy. Taking advantage of the use of inheritance for the creation of the interface of the UI windows, and of managers and events for communication between the different systems.

The next thing was to create the character customization system, and the respective communication with the store systems, to be able to equip the clothes.

Once the store and customization systems were finished, I prepared the windows with the UI tools for correct visualization. Allowing to add items or categories more easily.

All that remained was to develop the character's movement and interaction system.

For the movement, I imported the NavMeshPlus package for use in 2D, since it was the safest and fastest option for the movement system to perform a correct "Click to Move" movement.

And for the interaction system, I created the "Interact" interface for the interactable objects and a raycast from the camera to the mouse position to see if an object that has this interface is being touched. Subsequently separating the functions within the player into their corresponding classes.

Finally, I dressed the entire game with imported assets, trying as much as possible to have an aesthetic similar to "Little Sim World".

Personal Assessment

Regarding the development of the task, I do not consider that it has cost me much, although I did take all the time available to deliver the best possible product.

I worked trying to deliver the best product possible, making the most of the hours possible, and trying to leave a good example of my skills as a developer.

There were things I had to cut back on along the way, like the pause system on the gear icon, or adding more animations or interactions, but the result leaves me satisfied.