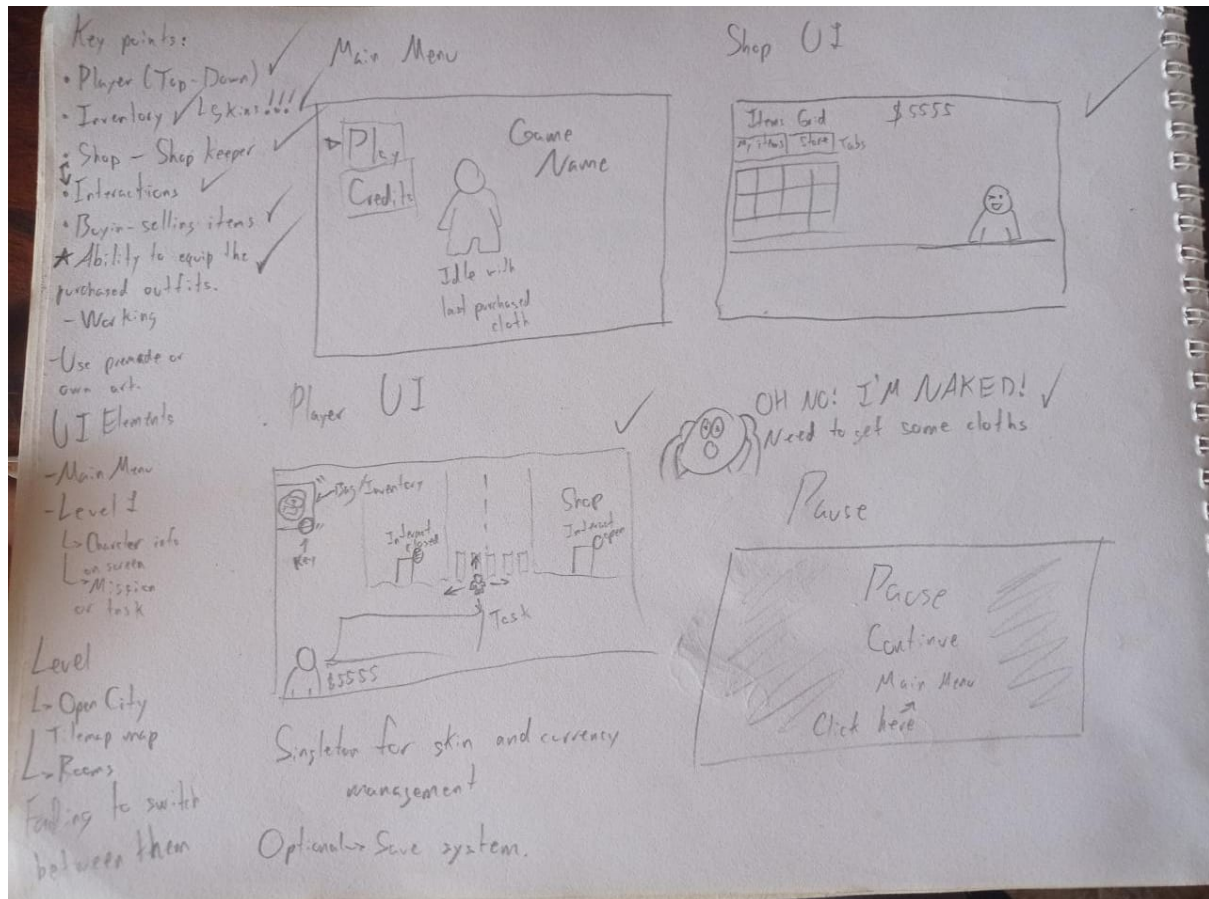


A NAKED NEW ADVENTURE

This is the most basic GDD ever made. This is the game. Once I've read the prompt I realized it was going to be way more time consuming than I thought, but that's not a problem if quality is a must.



Decided to list all the main features needed and focus on that. First night was full of developing the heaviest mechanics like the inventory system, dialogue system among others. Second day let me create the whole shop, design the environment, set up the system to move in and out of the buildings, set up the talk with the shopkeeper and make it work so I can sell and purchase stuff, and after that made the player able to equip its new armor. Final day was full of polishing the already existing stuff, added Pause and Main menu, polished environment and colliders, set up the player skin feature for the dialogues and main menu

Now about the technical issues. Same as the GitHub repository ReadMe.

Available build

In the Builds folder, unzip the file and play the executable application.

Summary

For this project I set up the basic folders structure I usually like to use for Unity projects

GAME FOLDER

- Scripts
- Prefabs
- Sprites
- Etc

Plugins, ETC

There are two main scenes that work together with the multiple game systems. For this demonstration I set up a Main Menu and a Demo City level, you can pause with ESC and return to the Main Menu at any moment. In the Demo City level there is the main player (player can move around in any direction), the game starts with a direct prompt on what to do, showing the first feature the Dialogue System. On the top left corner there is a Bag icon that lets the open its own inventory showing what you have on your bag. Player can move around, interact (E Key) with objects and NPCs. There is a rock in the middle of the ground and you can talk to the clothing store shopkeeper. Once you meet her, the store panel will appear, and you will be able to sell your items and purchase store items. Store has its own inventory and it fetches the data from your inventory. Two different systems to mention here, the PlayerInventory, Inventory and Item classes work by themselves. Then I set up the Shop System and inventory on top of that. Once you talk to the store dependent you will notice that by even selling your stuff you won't have enough money to buy the armors. You should take a look around the town to figure out what to do ;) Once you figure out how to get the armor, you can open your inventory and equip your new clothes. Move around and interact with objects and you'll see your new clothing. Get Back to the Main Menu and you might notice something different. I used PlayerPrefs to save the current skin number and use that for the dialogue system and for the Main Menu. Not all code uses the most professional and optimal solutions for this problem due to time limitation but everything works in a simple clean way. If it's dumb but it works, then it's not dumb. All systems functionality is stored in their own folders and there are many comments within the code to clarify some stuff.

Not all code was made by me. I use youtube tutorials for the Tilemaps (Brackeys), Customizable Characters (Ken "GoldenEvolution" on YT) , Inventory (Code Monkey), etc.

IMPORTANT THINGS TO NOTICE

- All level Dialogues are saved on a Scriptable object called DialoguesData. -> Scripts/DialogueSystem
- All Game Items are saved on a Scriptable Object called ItemsData. -> Scripts/Inventory