Blue Gravity Studios Test – Lucas Parise

Assets used :

- Mighty Heroes (Rogue) 2D Fantasy Characters Pack, made by "Leaidan": https://assetstore.unity.com/packages/2d/characters/mighty-heroes-rogue-2d-fantasy-characters-pack-85770

- Cinemachine package.

- The musics, SFX and additional arts are from other games such as "The Binding of Isaac" and "Don't Starve Together".

- All additional animations were made by me 😊

- All the scripts were programmed from zero.

Controls and the game system :

- Use the main menu to enter the game or quit the game.

- Use the ESC key to go back to main menu.

- Use AWSD or arrow keys to move the character.

- When in front of the shopkeeper or the wardrobe a "!" icon will appear on the player's head, press space bar to interact!

- Travel through the rooms to collect coins to buy new skins.

- A coin (yellow) adds +1 to your cash!

- A nickel (black) adds +5 to your cash!

- A dime (silver) adds +10 to your cash!

- You can buy new head gear, body parts, pants, gloves and boots at the shopkeeper, once you obtain them, you can either sell them to the shopkeeper or wear them on the wardrobe!

- You automatically equip the item you just bought!

- If you sell an item that you are currently wearing, you'll use the default skin of that body part (brown skin set).

My thoughts on developing this project

I really had a lot of fun developing this test, for I could test to the limits my Unity developer skills and knowledges. I spent at least 1 or 2 hours just planning how I would develop a practical and performance-friendly skin system, that could be implemented on both buying, selling and customizing functions, and after that time I came with a solution : Scriptable Objects!

These data storage assets are a really good way of having a ton of informations without occupying a lot of space on the project for they are WAY lighter than a prefab/script archives. All I needed were 2 kinds of SOs: One to store information on the player stats (coins, default skin and current skin) and other for a player body part information (store icon, buy and sell price, if you purchased It or not, etc…).

With those developed, all I needed was to program all the objects that would use, modify and apply these data into the game!

I'm really proud of what I achieved in less than 48 hours, I had never developed this kind of system from zero so It was a really fun and productive challenge, I hope you enjoy playing as much as I enjoyed developing It!