

Test LSW Luciano Romero

To start, I would like to give you an introduction about how was the experience with the test. From my knowledge it was a difficult task because I never has developed a similar game at university (where I'm studying Videogame's production) or in internet courses that I use to learn about Unity, also between the work and the university was a difficult to find some time, but was a great experience and I really enjoyed it.

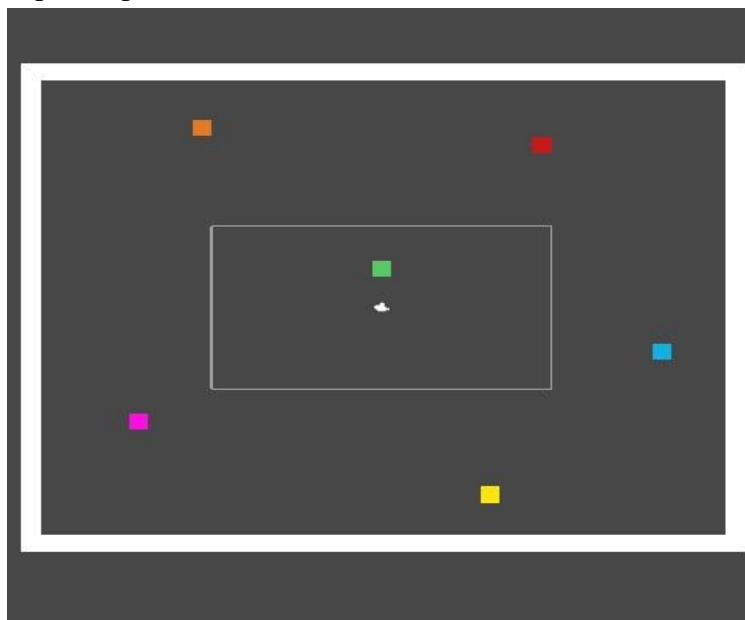
The idea of the system is better explained in the next items

- Create a character that can walk through a small world (with a simple animation using Blend Tree) and interact with shops.
- These shops sell objects for a price and if you buy this item will go in your inventory.
- Simple HUD where you have two bars (one for hunger and the other for the thirst) that increase every fifteen seconds, and also your money.
- An inventory where you can see your objects (the limit of objects is six) and if you press "X" button, you can remove it.
- Camera follow the character and it is restricted with the limits of the map.
- Spawn random of two objects (water and food) in random position too, so if you collide with them your hunger and thirst decrease.

Basically, the above is a resume of the game, although my original idea was to add more options, for example"

- Three types of actions, like cut down trees, mine gold, gather meat and then you can sell these items in Shops.
- Equip a different weapon by use for each action above, like an axe and pickaxe or arrow.
- Buy skins to my character, like clothes or weapons skins.

As for my thinking on how to develop the test, was clear. First, I started to develop with the 2D squares and circles because the longest to do was Inventory and shop (create scripts with their respective logic) along with this I was creating the Canvas, and when finished that, develop a simple map.



Even though the idea was clear, it was very difficult develop that (as I mentioned at the beginning). But the most important thing is that I really enjoyed it and had a lot of fun. Thank you for opportunity and greetings from Argentina! Below is a photo of me in development (or at least trying).

