

PDF Document for Blue Gravity Studios Task.

The game I developed is a solid starting point, designed to be highly flexible even without a ton of extra mechanics. The main character can walk around the store, buying and selling two types of items: clothing and hair. Movement is handled by the inputs on the keyboard of the player. The clothing is handled in the animator by animation events changing the sprites every time the one is fired. The events happen at the same time a sprite is changed in the basic body animation.

I'd say the strength of this prototype is the readability of the code. As I started the process of building this game, my main goal was to set up mechanics that are easy to read and expand. I made it modular with many scripts and as few dependencies as possible. This keeps the code separated and interconnected only where needed. In addition I wanted to focus on the flexibility of the code, making sure that the code is reusable. That way the code is cohesive and efficient to work with, making teamwork smoother. The UI is designed to be simple and user-friendly, with a colour scheme that gives off a cute, cosy vibe, like an everyday clothing shop. As a perfectionist, it was challenging to keep things minimal and not overdo it, but I think I managed pretty well.

If I were to improve anything, I'd focus more on the inventory mechanics and add different types of items to buy. Overall, I'm happy with the result. The modular code has the potential to grow into a bigger game, making it a good foundation for future development.