Blue Gravity task

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Game Developer Role

I created a project where I built a functional clothes shop. The game features a top-down view similar to Stardew Valley, allowing the player character to walk and interact with the game world.

The main features of the project include shopkeeper interaction, buying/selling items, item icons, item prices, and the ability to equip purchased outfits, visible on the character. To achieve this, I designed a suitable UI for the prototype, utilizing pre-made art assets and creating some of my own.

In the backend, I prioritized adhering to programming concepts such as SOLID principles and design patterns. I aimed to make all functionalities closed for modification but open for extension, and ensured that the code was as readable as possible, with short classes.

To manage player control, I implemented a Player class as a singleton, giving it total control over player inputs, movement, interaction, and more. Additionally, I created a base Inventory class responsible for managing inventories in a generic way, allowing for the creation of separate player and vendor inventory classes.

Similarly, I designed the UI and UI updates for both the player and the vendor, using a UIManager singleton to control events and prevent menu overlap.

I also created an interface to connect interactable objects with the player, such as the shopkeeper. I utilized Unity events and actions to trigger basic actions like opening and closing inventories, and implemented inheritance to promote code extension and reduce repetition.

For version control, I used Git and documented my project's history, reasoning, and development process from scratch.

In Unity, I utilized prefabs and prefab variants to streamline object assembly and save time. I animated the character, created the game's UI in Photoshop, and used the "Feel" asset to enhance animations and visual effects.

Furthermore, I made extensive use of ScriptableObjects for managing game data, including player and vendor information, as well as item creation for the shop.

Overall, through careful design and implementation, I successfully created a prototype clothes shop game with a focus on functionality, maintainability, and user experience.