Blue Gravity
Programmer Interview

The Game

This is a simple document explaining the game concept developed for the Programmer Interview. The game has a gameplay that resembles Stardew Valley and some aspects of The Sims.

As proposed for this specific concept, the player controls a little human at the clothes store, when the player interacts with the store and the receptionist the character can buy clothes and wear them, the apparels are managed in a simple inventory.

The player can be controlled with the WASD keys and interact with the world using the E key, similarly, the Q key opens the inventory and when the player clicks in a stored apparel the character wears it.

I had to design and draw the clothes myself for this project, since I couldn't find any other assets to attend my specific needs. I decided to let the player try the clothes before buying them and I feel like this makes the task considerably more fun, after trying and choosing whatever the player wants to buy the player can go to the receptionist and checkout, this way the price of any new attire is automatically deducted from the player funds, unless the player lacks the necessary funds.

The inventory is very simple since for this project there will be no use for anything deeper, I can see that the finished game surely would need a number of improvements to fit new mechanics.

Although not necessarily bugs I did spot some unexpected behaviors that show up during playtest,, they are easily fixed but I had to draw my attention towards the mandatory tasks for this programmer interview.

Speaking from a game design perspective the apparels seen in the concept are drawn in gray-scale, and thanks to that they can be recolored according to the immediate needs, furthermore, any character including NPCs can wear the attires as long as their model fits it thanks to the CharacterBehaviour script.

An interesting idea for further iterations of the project is a system that allows the player to color the apparel to their liking, since the attire are easily recolored as mentioned above.