

BGS TASK PROCESS

The task system is quite simple but took a little too long to make, it simply just make the player interact with the store items, with the store keeper by trigger and making you decide whether to sell your items or to buy store items, it also makes that if you have something on you equip, when you sell it it removes it from your player.

I had never made a system like this and since the only references I had was the pokemon games, I needed to have more info about it so i have to watch/play 'stardew valley' and your game 'little sim world' to understand a little bit more of the systems. Then I realize that It was just UI interaccion with a little bit of what I think is called 'paper doll' sprite sheet where you animated everything together and you just enable or disable the objects on code.

In my personal assessment I think my performance was not enough to be as good as I'd like it to be, more than anything because of the time limit that I feel like it affected me a little only because the preassure of handing this test. I think I could it done it better with some of the code in terms of optimization and with the animations that I couldn't finish.

Finally thank you for the opportunity of taking this test, it was so much fun.

Andres.