

BLUE GRAVITY INTERVIEW TASK – NICHOLAS PEDROSO

In this project, I implemented some of the key mechanics on game design that make a game enjoyable. For instance, a complete character customization system using scriptable objects, a quest system with rewards, and interactions with NPCs with dialogs.

Upon starting the game, the player must create their character by choosing skin color, hairstyle, face style, shirt color, pants, and shoes within four options of each item.

After this step, the player finds himself in a city where they can encounter an NPC. Upon interaction (using the 'E' key), the NPC assigns a quest that requires finding a lost item that spawns in a Random position each time. Upon collecting the item, it is added to the inventory (accessible with the 'I' key) as a mission item that cannot be used or dropped. Returning the item to the NPC removes it from the inventory, and a reward is received.

The player can also visit a store where they can purchase new clothing items and change their hair color. Each item has a different cost and can only be acquired if the player has sufficient funds. Additionally, within this store, players have the option to sell items to recover some of their money.

With the inventory open, players can equip items and also drop them to free up space.

Scriptable objects were used for quests, inventory items, and character customization, as they are easy to manipulate and store information efficiently.

The animations were created by me (with a bit more available time, they could have been improved). I utilized assets from Kenney.nl, as well as an asset downloaded from the Open Game Art for the store's interior. Different art styles were used due to limited options available during the time available for the task.