

Developer

Hello! My name is Nicolas Feroglio and I'm 26 years old. I live in Argentina and I studied video games development at Davinci School. This is my web site in wich you can see some of my works. [website](#)

I hope you enjoy this prototype as much as I did.

Software

Unity Version: 2020.3.23f1

I decided use this version of Unity because the information inside the Task doesn't define wich supose I must to use and this LTS version is the newest I've installed.

Project

I got some problems with the art section because all the characters I found to use were made without the capability of clothes change. So I used the best I could found. This gave me some diference in the art, because the character was vector but the environment was pixel art. In a normal project this issue can be avoided simply.

I decided to structure the prototype with bases in ScriptableObjects.

The programming process than I always try to use is think first the scheme (like a UML file), and when I think it's quite complete I start with the code.

On Sunday I received the last vaccine of covid-19. This make me feel ill all the day and I lost a couple of hours to stay in bed. I wanted use it to include some UI transitions and a couple sounds.

I think I did well although I know that some things can be improved. I learned from everything.

I really enjoy working on this prototype and I'm proud of it. I hope you enjoy it when playing.