

Development Documentation

In making the prototype, a top-down pixel art game, I worked for about 48 hours. The goal was to make a simple prototype with a system where you can change clothes and trade to a shopkeeper.

System Design and Implementation: The main part was the clothing and shopping system. I made it so you can change outfits, which changes how your character looks. I kept things simple but made sure there's room to add more later.

Technical Implementation with Scriptable Objects: A significant aspect of this prototype was the use of Scriptable Objects for the game's items. In this project, I used them to store information about different items, like their name, price, sprite, and type. This method was particularly effective for organizing the items, making the data easily manageable and scalable. Additionally, I implemented a custom editor script to enhance the visualization of these objects in the Unity Inspector. This script made it easier to view and edit the properties of each item.

Graphic and Interface Development: The game looks down from above, and I chose pixel art that matched the character pack I used. This made the game look good and fit the style I wanted.

Interaction Mechanics: Talking and trading with the shopkeeper was important. I made sure the shop was easy to use and added some text instructions for players.

Post-Mortem Analysis: Looking back, the prototype does a good job showing the basic ideas, even though I had limited time and had to follow certain rules. I managed to put together the clothing system, the shop, and 2D character movement.

Technical Learning: While working on this, I learned new things like using TilePalette for making the game world and SpriteLibrary and Sprite Resolver for reutilizing hats and outfits animations. The use of Scriptable Objects for item management significantly contributed to the project's efficiency and scalability. It facilitated a more structured and modular approach to handling game data, proving invaluable in the development process. These learnings have been instrumental in my growth as a game developer and will be vital in future projects.

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