

Blue Gravity Task

It is important to note that I have already completed this task before. Initially, I considered starting from scratch, but upon careful consideration, I decided to improve upon my previous work. Although it was well-crafted, there were areas that could have been improved. Additionally, there was a missing mechanic in my previous attempt that I have now included.

I will keep the old documentation in the same folder to avoid repeating writing about what I've done previously. I recommend Reading it first.

My first priority was adjusting the UI. In my previous attempt, I didn't know how to use sprites with full rect, resulting in inconsistent window sizes which I had to make work arounds to make it all work. Using full rect, I can easily handle windows of different sizes, so I spent some time cleaning up the old UI to be more organized and readable on the inspector.

As for the missing mechanic of changing clothes in real-time, I previously used Unity Animator to change the player sprites according to their movements. However, when I tried implementing the cloth mechanic, it did not work as intended. It was clear that I would have to animate the sprites in a different way, but I did not have enough time in the first attempt.

Now I have created a specific class to handle all sprite animations and assigned each cloth its own spritesheet for every possible position. This makes it easy to add or edit clothes in the future.

Although I had hoped to add and adjust a lot of other things, this time I only had 48 hours instead of the previous 96. Therefore, I spent the remaining time adding sound effects and polishing the visuals.

In the end, I successfully implemented all the required mechanics and more:

- Buy, Equip and sell clothes;
- Walk, Interact and dialogue systems;
- Add/Remove clothes from the cart, try them, buy and sell;
- Change cloth real time;

the code was well organized and scalable, making full use of OOP concepts, design patterns, scriptable objects.

Finally, I loved the experience again. Hope you enjoy the results.

sincerely,

Ramon Carvalho