

Documentation

Hey LSW so all of the code was written at the start of the interview process. I did go through a bunch of tutorials for how to do stuff and followed their code examples and changed it accordingly to make it work with what i was trying to go for.

I created a trello board and used it to break down and put up everything that I needed to do and tried to implement each item one by one. For the assets I decided to just save time and try to find a good asset pack online which I did. There were some elements that I had to make myself but for the most part the asset pack I bought had everything I needed. When i was done with most of the game I did some playtesting and tried fixing any issues that I saw come up. Also along the process I just check to see if things are working.

So for starters the basic stuff like character movement and other small small features im sure is self explanatory. The character clothing changing works by layering the clothing sprites over the actual player and every sprite is drawn based on their pivot position. So all pivots were at the bottom of every sprite that is there. Each clothing item had its own animator and it would play the individual animations for each clothing item that was equipped. I saw the animator for a clothing item whenever the player equips something.

For the shop items I stored each item data on an accessible gameobject in the scene that can be called by any class that needs to know the item's data by passing in the item id which would return the item data corresponding to that item id. All inventory data is stored on the relevant characters that use it. (shopkeeper, Player). The player inventory I decided that I would have a drag drop system that would equip the item as soon as it was placed in the slot. I think this approach is probably the more satisfying way of equipping items. For this i basically update the item data class to say that it is equipped so whenever you open up the shop or inventory, if the item is equipped it wont show up. Therefore you can't sell the items that you have equipped.

The npc dialog is just handled by one script that is on the canvas. Whenever a player interacts with a talkable npc they just pass in the chat details to the ui and update it accordingly.

My opinion on how well i did was that im definitely not happy with what i made and it could be alot more polished and better. There are many small things and also some bugs that i wasn't able to implement/fix properly since i ran out of time (eg Player character not looking in direction he's walking in when you stop walking, npcs not looking at you if you talk to them from a side) There were also some other small small stuff i wanted to put in like npcs walking around and an npc at the start that interacts with you, asking why the hell are you naked in a mall and then giving you money to go buy clothes. Which I think would add more personality to the game and make it feel like it has more to offer. Also i have to say that my code was messy and not that well written, i was working on this in whatever free time i had since im currently working for a company therefore i was rushing to get this completed.

Thanks for checking this out !!

If i dont get selected i would appreciate it if you guys could let me know what made you come to that decision so i can improve where i need to !! :D