

## **DOCUMENTATION OF DEVELOPMENT PROCESS**

As requested, the completed prototype is a 2D Top-down game with elements of the simulation's genre and some RPG mechanics. My approach to developing this prototype was quite simple, I first decided on what I wanted the game to look like and continued from there. This directly influenced the kind of artwork and sprites I was going to use. Luckily, I was able to find a few free 2D asset packs from the asset store that matched the exact look I was looking for. After setting up the sprites, I then proceeded to design a level from scratch using Unity's Tile maps.

For the mechanics, I would proudly say that I managed to complete all the requested requirements and features as described in the Interview Task. I also managed to add a few other bonus mechanics such as the ability for the character to pick up Items on the floor and sell them to the Shop Keeper. I did this because I wanted the character to interact a bit more with world around them. For the outfits, I managed to design and create my own outfits using Adobe Photoshop and I even added a bonus Blue Gravity Studios outfit.

When it comes to the programming side of the development, I fully wrote all the code for the project from scratch but I did use LeanTween as an external package (I only use it to tween my buttons around). I also added an Inventory window/panel players can use to see the items they picked up or bought from the Shopkeeper. I finalized the development process by adding immersive music and sound effects I thought were fitting to the setting I chose.

In my own opinion, I am quite confident I did well as I made sure I completed all the features requested in the interview task and I loved the experience so much that I added a few extra features.