

Project Documentation: [Blue Gravity Interview]

Duration: 48 Hours

Name: Sebastian Osorio Arango

Day 1:

- [10:40 am] Started the project.

In this part I read all the documentation and tasks and objectives of the project.

- [11:00 am] Defined project goals and objectives.

Defined the struct of the project and how I would achieve this.

- [11:20 am] Conducted initial research on project topic.

I start to investigate about some topics such as the top down view, the shop system of “Sims”, and “Stardew Valley” (top down camera).

- [11:40] Created a project and task list.

Created the project in unity, in the correct version and started to write all the tasks in my board.

- [12:00] Implemented all the assets and configurations.

Implemented the specific assets to achieve my goal and a good product, such as the URP (Universal Render Pipeline) for the graphics and good optimization, some assets for the art, because time ago I bought a Viking low poly asset, “AllSkyFree” asset for the sky box and a “Cinemachine” for the camera, because I thought about a good transition between two cameras.

- [13:00] Implemented the scenario and assets.

- [14:00] Started to code and implement the inputs with the new input system.

- [16:00] Take a break for the family and university.

- [18:00] Making the states machines for the behaviour of the character.

Day 2:

- [9:00] Implemented the states machines and the new input system together.

- [11:00] Defined the behaviour of the shop and inventory system.

- [12:00] Investigated more about the equipment and shop system.

- [14:00] Implemented the corrects states for the shop and inventory (State Machine).

- [16:00] Implemented the logic for the shop keeper and the inventory input.

- [17:00] Implemented the logic for the shop and sell system.

In this part I did a quick system where the parts you equip are already in the character, I know there is a better way to keep performance and mobility with more items, but I have to investigate more.

- [18:00] Final testing and fixing of bugs.

Conclusion:

- Successfully completed top-down game where you can buy and sell items that you can also equip in your inventory.
- Overcame challenges including the states machines for the different behaviours and the new input system.
- Learned valuable lessons about UI, design and shop / equip systems.

Overall, the 48-hour timeframe was intense but productive. The project enabled me to enhance my skills in game development and provided insights into design, states machines and shop systems.