

Good day. I want to start by explaining the game system. My idea was always for the system to be as dynamic as possible, to be able to add new information or assets without much modification involved. This thought and its due process could have been altered, especially by the type of assets that I used for the character animations, since these, being in pixel art, required separating each of the assets into a grid (usually 64x64). frames of the animations (general character animation, clothing and hair). Even so, I think that the system manages to be quite dynamic as far as the information is concerned, since I made use of Scriptable Objects both for the dialogs and interaction with the environment, such as the Shopkeeper dialog and the UI objects used for the inventory, buy and sell of them.

My thought process was mostly to start from the very basics. Character movement, collisions, but without neglecting the visual aspect to have feedback when testing the code. After finishing the basic mechanics, I continued making the complex system, which for me personally was the equipment/buy/sell system of the character's items. I think in the end it turned out well and functional. Finally, all that remains is to polish visual aspects and details that increase the quality of the game, even with the smallest details, such as adding a small pause menu to be able to interact with the application more than with the video game, which was done at the end.

I also personally believe that, for a complex system, (which can continue to improve of course) it is moderately dynamic. The code can be edited in a solid way without expecting to stop working, and it is a project about which I feel proud of being able to complete within the established deadline, which was 48 hours. I didn't really use all the time, it was a total of about 32 hours, but I think it gives enough time to create a system with strong bases that can be used in other video games.