Little Sim World test project – by Saba Ghudushauri

-whole unity project was done in less than 96 hours-

key points

My main goal was to create scripts as flexible and as functional as possible.

I commented almost everything, for it to be easier to review.

Considering time limitations, I did not have enough time to implement a lot of features I wanted to, and are still only on paper:

dialogue system, day time system (changeable date), Character Rotation.

I wrote down the exact way these features would be implemented, however I was limited by time.

you can equip two hair sprites and one sprite of a shovel, which is just the limitation of the sprites, my code is flexible enough to add as many sprites as wished and it will work perfectly fine.

Same with shopkeeper catalog, You can add more item spots, add more items, change price, buy and sell, considering that it is very optimized.

because it was written in tasks to keep design on high quality too, I created textures of walls, ground, created character body parts, created shovel and menu design. However drawing and creating design was not my priority, which is the reason menu is not as good looking as I would like it to be.

Plan

first I wrote plan on the paper, list of features done in the game -

1. character movement

2.cam movement

3.character customization (menu)

4.UI

5.Shopkeeper

6.Equip/unequip

Every Category had a sub category, with a much more detailed way to complete the whole segment.

Workflow

1. First of all, I drew a character in photoshop with separate body parts, than I created a Player Movement system, with smooth acceleration and stop, the speed was based by the speed variable, rather than move direction. After this I looked up LSW character movement animation and recreated it via animator.

2. than I started working on inventory, which was a canvas with a copy of a player outfit, which is updated every time you open inventory, than I added items, and *mouse pointer method (with event*

systems) to call it when you press mouse button, for instance when (clicking item and it shows selection menu – equip unequip) after successfully creating nested for loop which looped through inventory character and changed it accordingly, by the item you pressed to Equip/unequip. Then Inventory_Manager on player looped through inventory character to keep it up to date.

3.I added a shopkeeper with the nice camera zoom and exclamation mark appearance, then I mimicked market inventory to already existing inventory to show it as it is. than added Market catalog and buy sell system

4.added a flexible menu scene with the character customization panel. And using Player info manager (which was DontDestroyOnLoad) transferred information from menu to game level.

My Opinion

Overall I think I did very well, I showed the idea of the shopkeeper that is high quality, flexible, smooth and nice. In spite of all the limitation, I implemented enough features for you to see my knowledge in coding and game developing. And I look forward to hear from you that I'm eligible for the job :)