

Germán Lobbía - Blue Gravity Studios Programmer Interview

Development Process:

The System: In this game the player can collect coins from the wardrobes nearby, allowing them to interact with the Blacksmith to purchase clothes and equip them. When an item is purchased, it allows the player to equip it, but it does not eliminate the possibility to replace the already equipped clothes. Each clothes have its own animation, so it will move smoothly along with the player.

Thought Process: first I started by downloading some free assets from Itch.io, then proceeded to create the layout for the map, adding details and designing how the gameplay should be. After the map was implemented, I continued by adding the player with its animations and movement. Then I added the Blacksmith and started thinking about interactable objects. In order to buy Items, we needed some currency, so I decided to add some Wardrobes from which the player can get some coins. The player now can spend these coins at the blacksmith by purchasing items. Since the goal of this interview was to create a clothes shop, I decided to add more clothes for the player with their animations. Then I proceeded to create the UI for the Shop and Buttons to Buy/Equip each Clothes. Each Item was thought to be added using a Scriptable Object to facilitate the incorporation of future clothes.

Personal Assessment of Performance: I believe my performance during this interview was pretty good overall. I had moments where I found myself stuck trying to solve a particular issue (like how to get some currency or how to equip different types of clothes) but in the end I was able to find a suitable solution. I strongly believe that the code can be improved immensely, but for the time being and by having an incoming deadline I consider this an acceptable result.