

# Interview Project – THE GAME.

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## History:

This game is about buying clothes and selling fish for money. You are a brave city adventurer who needs to have enough courage to travel around the city.

You want new clothes but you don't have the money, that's your situation.

So what do you decide to do? FISHING!

Traveling to the east end of town to fish. trying to catch as many fish as possible, until it becomes heavy and less agile.

After catching a lot of fish, you need to travel to the west end of the city, defeat the vast social world.

Sell your fish in the market and receive money.

After that you need to face the area of greatest social difficulty, the City Center. And finally, buy some nice clothes from the shopkeeper.

## Gameplay:

- Move your character with **WASD**.
- Press **E** to interact with things and places.
- Catch the fish with **Space**, and trying hit the bar in the middle to get more fish at the same time.
- Sell your fish on market.
- Buy outfit in Shop and Equip what you want.
- Try get all the outfits, to not socializing with the world again.
- After this you press **Alt + F4**.

## Development:

I don't get much time on the first 2 days, only worked for 3 hours maybe.

In 3° day finally have more free time and worked for almost 16 hours.

In 4° day worked more 6 hours and finally get the game done. (except for this document)

I spend the firsts 2 day making the city and programing the player and camera, ordering the sprites layer.

3° day I make the shop, and put all the clothes, make the inventory, interact area, "arrowWay" and other things.

4° day made the fish market, FishMinigame, objectives and polishing. I rushed some code to make in time.

I think the only bug have is in order layer system of sprites, I don't work with 2D TopDown, mainly with 2D art. I learn more of this.

I tried to keep the code most simple possible, my main programmer skill is programming fast in sacrifice of complexity. BUT. I can do complex programming as well when need it.

I need to increase my code optimization for game performance. But this is not a horrible thing.

I have almost 1 year only making multiplayer programming using Mirror. So multiplayer I can handle pretty well.

I worked with mobile same and published two games:

<https://play.google.com/store/apps/details?id=com.SolumGamesStudio.CubeSurvival> and

<https://play.google.com/store/apps/details?id=com.Company.Solum> . I make these in 2020

in my early programming skills, one publisher have demonstrated interest in Cube Survival, but some problems in my life make me lose this opportunity. The Red Ball still giving money (2.1 dolar per year), maybeeee is good?.

Have it my portfolio if want see more things I do <https://solumdangel.wixsite.com/my-site> .

Byee.

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