Blue Gravity Test Project

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Controls: Move – WASD   Interact – e   Back - escape

The project contains the following features, all the scripting logic mentioned here was writen during the making of this project:

- A pixalated map, reminiscent of "Stardew Valley"
- A character controller, the player can walk around the world and interact
- Merchant NPCs. I have created two variants. The player can interact with them once they walk up to them, indicated by a pop up button prompt above the merchant
- Merchant interaction options menu.
- Transaction menu. This menu doubles for both the buy menu and a sell menu for interacting with merchants.
- A couple of items represented via scriptable objects for the merchants to use
- A couple of custom made images (Button Prompt Images, Menu Backgrounds)

Used Free Asset Packs:

- 2D Mega Pack, made by "Brackeys"
- Mighty Heroes (Rogue) 2D
- Cainos Pixel Art Top Down

There are two merchants present in the demo (Merchant Cat, Merchant Rogue), both inherit from a base class Merchant. This allows them to have basic interactability with the player as well as offer a selectable list of options upon interacting with them. Each merchant then, alters and implements different options (i.e. the merchant rogue has a talk options while the merchant cat does not).
The transaction menu features the ability to scroll through an arbitrarily long list of items and call function callbacks whenever an item is sold, allowing for an extendable system where, each merchant can implement custom logic (i.e. accepting only scertain items, or having custom dialog for some items). Added some quick animations to the UI in order to smooth out how things look.

Due to the 48hr time constraint, I wasn't able to finish in time the ability for the player to equip purchased outfits. The idea was to decouple the item list scrolling functionality from the TransactionMenu and reuse that same functionality in creating an inventory menu. Additionally the inventory menu would feature a window displaying the rogue player character with buttons to scroll the view with different outfits enumerated from the player's ItemInventory.

I had fun trying to complete this task within the timelimit. I hope the overall design looks somewhat coherent even though I was blending two different art styles (Pixel Art and Vector Art from "Mighty Heroes (Rogue) 2D") since those were good starting assets.