

This game is the prototype for the Blue Gravity's test.

The features included in the game are:



A Market Man. You can talk by getting close and pressing **E**.



An interaction indicator. It appears when the player is close enough to an interactable entity.



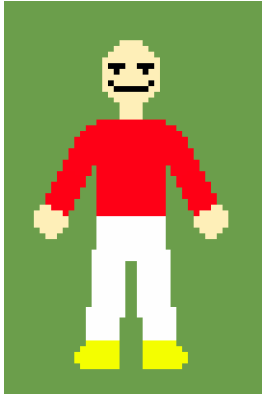
A dialogue box that is triggered after interacting with the Market Man. You can skip dialogues by pressing **E** or cancel it by pressing **X**



A Clothing Shop. You can access it by completing the Market Man's dialogue. Whenever you choose a clothe in the list, you will be able to see the preview, buy and sell it and check the information about it.



An Inventory Panel. There you will be able to see the clothes you bought and how many you have. You can also equip and unequip the clothes by clicking on it. The equipped clothes background will be purple while the rest is blue.



Murille, our main character. It contains a custom shader that paints different parts of his body according to the colors of the clothes that he's using.



Bushes that bounce with the wind controlled by a custom shader.



A save system that is able to maintain all the player's information, such as: Bought clothes, Equipped clothes and the quantity as well.

This test was a good way to test my knowledge in 2D development, UI and Shaders. I really liked the open-ended instructions and the fact that I didn't have any art assets from the task to use. It gave me creative freedom to do everything exactly how I wanted. I had a good time making "Murille" and setting up the UI.

I am satisfied with the task's final result, the solutions I brought up for the game mechanics and a few details that I gave to the game, such as the theme music from one of my favorite games and the bushes's shader.

All the art assets were downloaded from the internet except for Murille (the main character), clothes and the Market Man (which I imported from a personal project).