

Blue Gravity Shop

You start in front of a shopkeeper, and you need to follow the instructions he gives you, I want to make it more dynamic I add a little minigame in which you will have to guess whether the number will be odd or even if you guess it you win bottles of wine those can be sold for gold, It's important to be around the shopkeeper to sell or equip the items, these instructions are given by the shopkeeper.

The current project it's a really simple prototype, but it was done in a modular way, so if I want to make it bigger it's relatively easy.

There is a Game Manager who control all the flow of the game, communicating all the information between scripts across actions with which the Game Manager knows who have to done what work.

There are some scriptables objects, to differentiate every possible item, another one for storage of the dialogs, another for the inventory and the last want store the visual of the sprite and the ID of this visual this one is added by the editor with a button in the scriptable "ItemLibrary".

The player visual controls across sprite libraries all the cloth that can be used by the character and update all the visual from the player in game and the UI frame.

I use three plugins:

- **Cine machine:** Because is an easy and complete way to control the camera.
- **MEC:** Because I don't like the updates and replace them with coroutines, but unity's ones are not optimal.
- **LeanTween:** For timing and animation, but didn't have time to use.

TODO:

- I use the same ID on the items and on the visual. So if you buy the same item multiples times and sell them, you sell all from the same visual. I just need to add an ID every time an item is bought, It's an easy fix, but I ran out of time.
- I want to make a save/load system with PlayerPrefs.
- More interactive scenery.