

Development Document
Little Sim World (LSM) Test Interview
THIAGO ROBERTO

The development started as soon as I received the link to the development document that Djordje sent me at 10pm, at that moment I read everything and started to plan the development, starting with the general idea of what I was going to do. I took pencil and paper and sketched the level design, the interactions and listed the features of the character.

In this project I created all the code on my own in the interview testing period, what is not mine are the sprites, only the art and the sounds I didn't create.

Day 1:

I started looking for sprites and opened Unity, I started by designing the character's movement. I downloaded the CineMachine package and placed it, once I had the camera correctly implemented following my character, I focused on the character animations.

After solving the character I created a TileMap to match the character art, after that I started to codify the interactions with the world, the items they dropped or the conversations I would later initiate with the NPC. I implemented a marker to visually understand the things you can interact with.

I start designing the inventory UI, then write its code, create items and the systems they interact with, DragAndDrop, PickupItems, managers, controllers, etc.

Day 2:

Time to dialogue System, first the UI, the scriptable objects, and then the missing code. Once finished I focus on completing all the game scenery, the forest, the store, and the transitions from one to another.

Day 3:

I spent the whole day developing the store system and its interaction with the inventory, the part of selling items was the most difficult thing I did in this test and I did not get it at all because although the item is sold for a lower price than it is purchased, I did not manage to make it disappear from the inventory, in the code I left my attempts commented, although I deleted most of them.

Day 4:

I implement the sounds and the Splash and MainMenu scenes, then the system of equipping items and their display of the character, fix bugs and test and finish.

Thanks in advance for the opportunity.

Thiago Roberto.