

Lil Sim Game – Documentation – Thiago L. Carvalho

I started the project setting up the GitHub repository, then I started coding the base of the game, including character movement, the camera follow, the dialogue box and a shopkeeper which you could press 'E' to talk to if you were close enough, which was tested using an invisible hitbox.

The next changes were adding items and the player's inventory, you can choose on the code if the item is stackable or not, which makes it easier when adding stackable items in the future. A few items were put on the floor so the player could walk around and grab them, making them appear in your inventory, but still with no uses.

I then made changes to the shop, attaching the dialogue box to the shopkeeper so it would only show when talking to them. Also made a basic UI with items that could be bought, this UI displayed the item's name, icon and price.

In the next version, I added sprites for all the three skins used in this prototype. I drew them by hand in Photoshop, making spritesheets of all three in an idle state and walking. The next version pushed to GitHub was basically fixes to the animation, the shop and started working on equipping skins.

The last changes made to the prototype were the environment art and icons I also drew in Photoshop, along with fences to limit the playable area. I then built the game and pushed it in a "zipped" folder to GitHub.

There is only one missing feature from what was proposed to do in this project, the buy and sell function in the shop. Right now, you can only check what the shopkeeper has to sell, but not actually buy or sell anything, the items are only obtainable by walking over items scattered through the playable area.

There is also a known bug where, doesn't matter which item on your inventory you click, you will always equip the last item on the list. I found a way to fix this using "Scriptable Objects", but to implement this would take me a little more time, thus not delivering the project in the 96 hours given in the instructions.