

LSW Interview

THE MALL (2D RPG Game)

First of all, I would like to thank you all for giving me the opportunity to participate such an interview. I've had so much fun going through the process of development. This is also the first top-down game I have developed and I think I did an OK job.

Before the development process starts I have to think of an idea about the game which I can make within 4 days. After doing a few sketches I came up with a simple idea to develop the game. Basically, You are a chef who has a restaurant in a Mall. As game mechanics, you can interact with people by pressing the "Space" key. Also, the player can go to the other shops and buy clothing items. The Game contains 2 main scene's which are "Home" and the "Mall". It's just a simple game created for the basic requirements.

After spending a few hours I have made some of the sample assets for the game using Photoshop. After importing the sprites to the unity I have sketched several level designs that would look good for the game. After that using the Unity grid system I started to design the basic level. Then I scripted the player's movement and animations to the game. I was only able to do these tasks on day one.

Day two begins with developing the player interactions and the interior design. Then I spend some time learning about the shop system and other aspects of the game. After a few hours, I was able to create a Shopping system.

Also for the NPC's I wrote a simple AI script that lets the NPC roam around a certain area. During the process, I've never used any pre-made scripts. Overall I've had so much fun and learned a lot making the game. Thank you again and have a nice day. I hope to hear from you again.