

## **Vincius Paulo's Development Process**

Initially, I prepared the entire environment to start developing. I downloaded the correct version of Unity (2022.3.25f1) and created the project. I also set up a repository on Git. Then, I downloaded the additional graphic resources suggested in the Notion document and some other third-party assets to set up the scenario. Once everything was ready, I started implementing the main menu, creating some screen transition animations. I decided to create a single scene that would include the gameplay and the main menu, aiming to make the game fast and dynamic.

Next, I analyzed the available graphic assets to set up the store scenario. After it was set up, I implemented the character's movement using Unity's "new" input system. I added Unity Events mapping each direction the character could move. I worked on the base animations of the character, as well as the animations of each available outfit. Later, I developed the game's store system to buy and sell clothes. Each outfit would be an animation controller, with the base of my customization system being the swapping of animations.

I like to use Unity Events to make the game modular and easy for game designers and technical artists to manipulate the game in the engine (through the Unity editor). Then, I created the inventory system, based on the store system. The idea here is basically to change the player's outfit once it's purchased. Closer to the end of development, I created a dialogue and interaction system for NPCs and to open and close the store.

Lastly, I added a scene reload button in the inventory to finalize the gameloop.

In summary, I sought to divide the responsibility of each script/functionality, following the principles of SOLID. I used Unity Events aiming to make the project scalable and without strong dependencies between the scripts.

Regarding my performance, I believe I did well. I prioritized certain topics that I consider important, which are: Usability, Scalability, Fun, and Performance. With the 48-hour timeframe in mind, I believe I managed to deliver something reasonably good. However, I think that some aspects of my prototype would still need further refinement and improvements.