

Artem Dutov

BGS TASK

Game name: **The smallest world**

Small GDD with guidelines: [here](#)

Time tracker simulation: [here](#)

Project on Git: [here](#)

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Summary:

The plot seems good for revealing my potential in both coding and design (though I know I am not a game designer at all). I tried to provide a simple but restful experience, focusing on the main features: shop, shopkeeper interaction, movement and smooth, detailed UI.

All the best is in the details so I decided not to skip animations. I believe I paid enough attention to them, despite only 48 hours being given. I wanted to rewrite the main hero movement using physics, but I ran out of time. Also, I would add more items to the shop and make them usable. For instance, my weapon items inherit some values of attack damage and attack distance, which is never used, but I wanted to show that I do understand the importance of a possible project scaling next.

I think the strong parts of my project might be animations and relatively good potential for scaling. Also, I paid some attention to basic batching optimization.

If I had more time, I would have focused more on interactions with the game world. Needed to be mentioned, I tried to balance between proper code architecture and quick writing to meet the deadline.