

Interview – Shop Game Overview

The shop game prototype was designed during the 96-hour period provided by the interviewer. Features include player movement, an inventory system, a shop and a primitive equipment system.

The player can move the character with the arrow keys, open the inventory with the “I” key and interact with the nearby NPC with “E” as long as they are close enough.

The NPC contains a shop, starting with a selection of three items. The player inventory starts out empty. You can equip items by clicking on their icons if they belong to the player inventory.

Items in the shop cost gold. The player starts the game with 1000 gold, which is enough to buy every item in the store. Items stack, but equipping an item requires only one unit, and extras do not affect this feature.

Designing the prototype was an enlightening experience. During the process, I became more familiar with the inventory system, especially with event callers and listeners. I plan to polish and refactor the system in the future for personal use.

I believe the provided time window for the project was reasonable, though I lost an entire day reworking the inventory system, which affected a few features down the line. Sometimes in early development, where there is no defined framework, it is better to start fresh instead of fixing a very limited system or feature, a lesson well learned.

Known issues:

Item sprites do not update in inventories until you close and reopen them. Items still exist in the appropriate slots and functionality is not affected.

The NPC shop remains open even after the player moves away from the NPC.

Item sprites do not show up in the shop inventory, however they still work as intended.

Items cannot be unequipped or sold.

Items do not show their prices. Gold is deducted correctly during shop purchases.

External assets used:

Art assets except for the speech bubble, shirt and pants are edits from Pokémon Platinum.

Inventory system contains code from BMo's tutorial on Inventory Systems:
<https://www.youtube.com/watch?v=geq7lQSBDAE>