

Case Study - Tool Developer

Resources

- Project file to download: [Dev. Tool - Source Project](#)

Timeframe

3 days upon receiving this test

Delivery

Send us back:

- The full project for review purposes. (on GitHub, give access to devhomagames)
- Brief explanation of the tools implemented and how to use them.

Instructions

Download the project in [Resources](#).

This project will help you get an overview of what we're expecting from this case study.

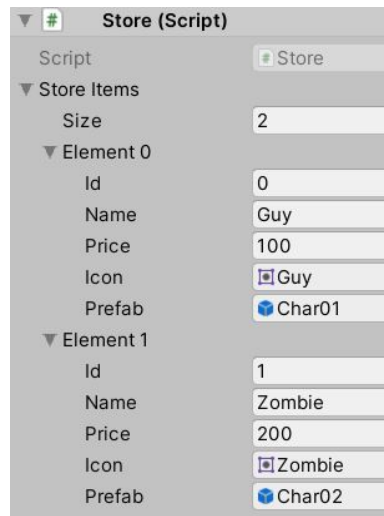
In this project, you'll find an in-game store that displays characters you can obtain and play as seen in the following screen:



The current workflow for adding new characters to the game is as follows:

- The game designer adds a new character to a spreadsheet, setting its name and price.
- The artist creates a 3d model for the character and exports it as an FBX with its corresponding texture (if any).

- The artist generates a 2d render of the model to display as an icon in the store, and exports it as png.
- The developer imports the FBX into the project and creates a prefab, configuring a material, animator and collider for the new character.
- The developer imports the png texture into the project, and changes the import settings to be imported as "Sprite (2D and UI)".
- The developer adds a new entry to a list of store products, creating an internal ID for it, configures a reference to the 3d prefab created, the 2d texture to display inside the store, and the name and price from the spreadsheet:



As you can see, this process is tedious, time consuming and can lead to some human errors as well. In order to make it more accessible for everyone to work on the project without the need of the developer, implement Editor tools improving the workflow.

Improve the overall user experience and automate the process as much as possible.

Obviously, feel free to go beyond the scope described above, acting as a starting point, and show us your editor coding skills!