Benjamín's Presentation documentation

This document is meant to provide the information about the code structure that was used on the Unity Project provided with the Blue Gravity Studios Test, as well as the experience I had with it.

The project itself consists of a small tech demo in which the user is allowed to control a character, buy clothes from a shopkeeper, sell them, or put them on.

The documentation briefly explains the most relevant points of the project's code structure, dividing them into different sections.

❖ General project structure

GameData script

The GameData script consists of a singleton script with general information of the game's most standard data. For example which items are in store, which items were already bought and the amount of cash the player is carrying.

The Shop

To open the shop menu, the user must stand near the shopkeeper.

The shop is a tab-based UI with two sections: a shopping panel and a selling panel. Each panel takes its corresponding list from the GamaData script and instantiates a ShopBlock prefab, which is a button containing the sprite of the corresponding piece of clothing. The shop adds to its OnClick() functionality the corresponding function (buy or sell) depending on which panel the user is checking. It also prevents de user from selling the clothes they're currently wearing, by not enabling the button and adding a X mark.

Shop Clothes Manager

The shop clothes manager is a scriptable object that allows developers to set the available clothes in the game and their prices by simply dragging the sprite asset and writing the price with it, without having to access the script or write a single line of code.

Clothing Menu

The Clothing Menu, when open, shows the user's wardrobe, which is obtained from the GameData script. Clicking on a piece of clothing will make the character wear it.

❖ Thought process

After creating the character prefabs without code, the first step from the process was building the general logic, which was the GameData script, the clothing scriptable object, and the way the information was saved and accessed.

The second step was making the buying section of the shop, which had its general code logic and a scrollable space design for objects that were instantiated in real time.

After completing said step, I focused on making the user wardrobe. Making the shop beforehand proved to be the right choice since it allowed me to test the wardrobe. With that done, the character dressing was quite easy to finish.

Next, I made the selling part of the shop. And honestly, with every other shop-related segment finished, it was quite easy to get done.

Finally, I did an overall assessment of my work,

Once I considered the shop finished, I concentrated on the remaining features, such as scenery, animation, and other details which I noticed were useful or required.

Finally, I did an overall assessment of my work, looking for errors, bugs or anything I could improve upon. Once said assessment was done, I considered my work finished.

❖ Self evaluation

I´m quite content with my work. I believe I took the task seriously, both as a challenge and an opportunity to learn. I spent a lot of hours on this work, since I was optimistic that I could deliver a complete, functioning product. To be honest, I wasn’t sure how the project would turn out. But after the very first hours I spent making the general structure, the rest came out naturally.