

Interview Task Feedback

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Game Name: Robot Fashion

Interviewer: Djordje Stanisavljevic

Tools: The game was made on unity 2020.2f1 and the art made on Aseprite, the animations were made in unity.

GitHub: <https://github.com/bezourokq/RobotFashion/>

First I like to start by saying, everything in this project was made during the test time, every art and every line of code is fresh from the oven. The idea for the 'Game' Robot Fashion is that the player is a robot in a world where the humans are no more. Because of that they want to learn the lost culture of humans, like the game 'Job Simulator' but using clothes. The game starts and the player is already at the clothes shops where robots sell and buy clothes.

How the System Works:

The system is really simple, first the player needs to buy an item, move using 'wasd' and press 'E' to interact with the NPC and 'space' to open the inventory, then just click and drag from the store to the player inventory what you want to buy. Then to wear the item just click and drag the item from the inventory to the player in the game. The player can't wear directly from the store so the clothes need to be bought first.

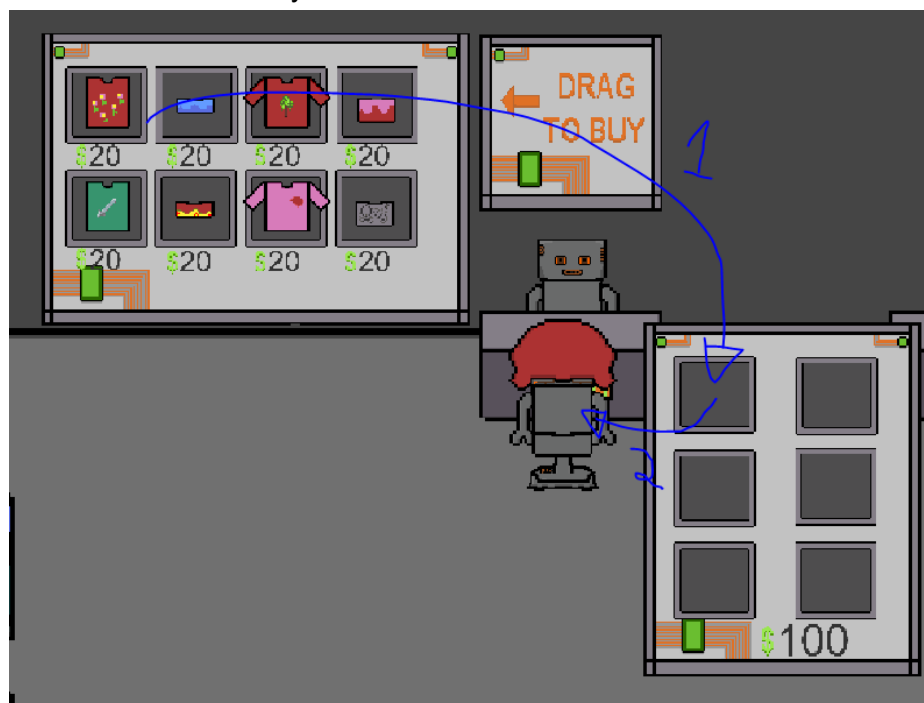


Figure 1: Drag and Drop.

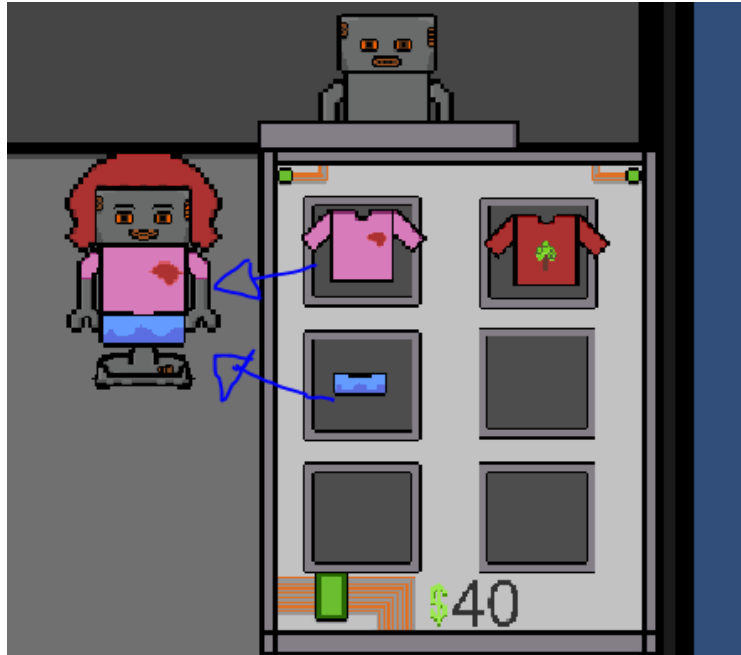


Figure 2: Wearing an item.

To sell it is almost the same, just go to the seller's NPC and press 'E', drag the item from the player inventory and drop it on the box, that will return half the money from the item. If the player sells an item and is wearing it at the same time, the player will not lose the appearance of the item, to reset the player clothes press 'R'.

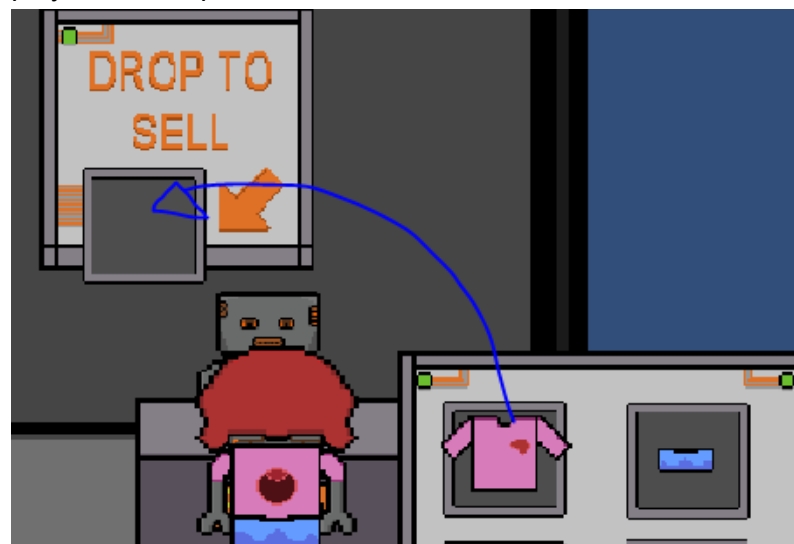


Figure 3: Selling an item.

My Thoughts and Discussion:

During my work for the project, I started planning how to make a store, so I made a lot of sketches trying to have a good idea. After planning what would be the hard part I started drawing the player and other sprites. Having some sprites to work on, I started the hard part, making a

drag and drop mechanic for the game. In my head I had two hard tasks, making the player wear the clothes and dragging/dropping to wear and sell them.

The first code for the dragging/dropping system that I made was becoming too complicated to remove clothes from the player inventory so I remade almost everything. Using a list of items on the player inventory and on the Store inventory I managed to make work.

I had no idea how to make the player wear the clothes so I started making the animation for walking up and down, simple 7/7 frames that are always on loop. Then to make the player wear I made two game objects, the upper and bottom parts and assigned sprites on them. I also had to add the two on the player animation.

I want to explain why the store doesn't have collisions and why the player can't be stopped by the collision. After placing the 'walls' around the world, the player can't pass through but it tries real hard to move, shaking the camera and everything that is his child gameobject moves away. So I left the player free and used the time to implement other solutions and improvements.

The game has no sound and no Start Screen. A proper Start Menu would be nice if I had time and the sound would be a .wav file on freesound.org placed on loop, I don't think it was needed. I had 48 hours to make everything work and test for bugs, write comments on the code and make a Paper, what a challenge.

Finally, I would like to discuss the future improvements for the game, starting with the sound and Start menus, more npcs, more types of clothing or robot parts, maybe even animated clothes. The creation of a money system, where the player has to earn the money first then spends on clothing. Random clothes every day and prices drop with discounts. And how every game developer says, and more....