Blue gravity task

On this project I've tried to focus on classes, structures and organization in general. Since I didn't have too much time, I just started to develop without any plans to know how I should structure it, but I tried to do it at the same time I was developing. The first step of the process was to search for skin changes. I didn't have a good idea to do it, but I found a solution with separated parts of the character to animate. With that in mind I've decided to use timelines because with it I could see these animations playing even on edit mode and control them better. Second step was to develop it. I've spent a long time testing animations and creating the base for skin changing, once it was finished I started the third step. In this step I started to develop the other lower features like, move, interact, collide, and sell. With these features I just needed to finish it creating the shop, and all the visuals, including UI. The final step was just to create a visual for the game, and finish the shop UI, that was pretty fast, because a have created all code struct before it, and everything works well. In the system I tried to use some design patterns to make it easy to understand, and a struct with managers and services all based on my service locator. With the service locator everything got easier because I could access my classes from every place, I just needed to pay attention to not use too many circular dependencies, but since it was a little project it was not a big trouble. For inputs I used an input manager to deal with every input, so with that I could run only one update to get all inputs, that helped me to create the entire movement and interact logic. Talking about movement it was a bit tricky to deal, since the sprites I got didn’t have diagonals sprites, I tried to create a movement only on horizontal and vertical, and I chose a bad way to deal because I needed to use a lot of inputs, but it worked fine at the final and was not to complicated to understand. That was my process and explanation of some of my systems.