

## **BRENOAGUIRRES\_TASK – FF7 Inspired RPG Core Systems**

The goal of this project was to develop a game prototype that includes core gameplay systems such as character movement, an interaction system, and an inventory system.

Due to the short development timeframe and a particularly hectic week at my full-time job, I was unable to implement the load/save system as originally planned. However, I had a really great time developing this project. My focus was to build clean, extensible code that agrees to the SOLID principles, ensuring the project is both scalable and easy to maintain.

The prototype showcases several key features:

- A CRT-style post-processing effect that gives the visuals a retro aesthetic.
- A fully responsive inventory UI that adapts to various aspect ratios—feel free to resize the window and test it yourself!
- A Finite State Machine (FSM) pattern applied to the player character, allowing easy expansion for additional player states.
- The interaction system currently supports only picking up items, but was developed in a way that is easily extendable to create other interactions.

### **Play Instructions**

#### **Character Controls:**

- Walk: WASD or Left Analog Stick
- Open/Close Inventory: P or Back/Select button
- Interact: Right Mouse Button or B/Circle

#### **Inventory (Mouse/Keyboard only):**

- Select: Left Mouse Button
- Confirm: Right Mouse Button

Unfortunately, I wasn't able to code controller support for the inventory menu due to running out of time.

I hope you enjoy playtesting this prototype as much as I enjoyed building it.