

In the beginning of this project, I started with the basics of any 2D game: a ground, basic character animation and movement. Therefore, I created a character controller script to cover the movement. I also found the sprites online and animated them really quickly.

After this was done, I needed to figure out how the character would interact with the world around them. I began by creating an interactable class - which is a virtual class for other classes to be able to call it and overwrite this function - that determines what objects can be interacted with by the character (given as parameter).

Subsequently, I made an interaction controller class for my character. This function allows, given the mouse right input, the calculation of the position of the character and the interactable object while also checking for colliders in between that distance. If there's an object, it'll interact. Then, to populate and test this script I made a lootable chest that drops coins.

Once the interaction system was made, I proceeded to brainstorm the dialogue system. I made a new character on the scene to be an NPC. There, I put the scripts responsible for dialogue and trade. I made the actual script taking into account how long the text was, therefore, it prints phrases according to time. Plus, portraits were used to better illustrate the dialogue container. Also, you are able to use the left mouse button to skip through the dialogue if necessary.

As per the trading system, I created a currency and items which can be bought and sold by the player; items displayed in the hotbar disappear once sold and reappear when bought. This is a simple yet effective mechanism due to the reduced quantity of items.

In conclusion, I couldn't further develop the game due to lack of time. Considering my limited experience in game-making, I explored all my options. I definitely have a long way to go and things to learn, nonetheless, I hope you consider my application.