

Blue Gravity - Interview Test

About:

This project is a simple environment where you can walk around the forest, talk to some NPC's and buy equipments from the shopkeeper.

Controls:

- Movement -> Arrows and WSAD
- Action Button -> Enter or mouse left
- Cancel -> Escape or mouse right
- Inventory -> I or mouse middle

Development:

As a non-artist, I started this project looking for art to try to make it a little easier. Bad choice! It took me a long time because I didn't find useful arts on the web. So, I decided to buy one. After that, I selected some mechanics that I would like to do and organized them in order of priority.

I started the development importing libraries and codes that I knew I was going to use. After importing, I focused on the main mechanics. So, I made the shop, the character (movement, outfit and interaction with the world) and a little prototype of the map. In this time, I realized that I wouldn't make it in time because the entire UI and polish wasn't finished. That's why I asked for another 24 hours.

On this next 24 hours, I kept adding more things to the game (UI, animations, sounds, font, editor helpers, etc) and polishing as much as possible until the end of the project.

My Thoughts:

I don't think it turned out the way I wanted. It was a little stressful and I couldn't polish it the way I'd like. Some bugs are still happening but I tried to fix as much as possible. About the code, I tested some new things, such as the EventManager. I thought it was a little messy but it was worth a try.

Overall, I think the code quality was good, only decaying in the last few features.