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1 - Project setting and requirements

Unity version control 2021.3.2f1, optimized for PC executable usage, windowed mode. No paid asset used to improve graphics quality nor a setting (THIS IS A TEST ONLY).

2 – Base Idea

2D On grid movement idea, basically for 2d qualification purposes, nothing is tested under heavy load or using profiler in this version.

3 - Concept

Top down 2 dimensional game moving through the environment casually on an static field(water/snow or rain effects not used in any kind of this project). Base principle running down to shopkeeper and looking for an Items to buy,sell. Surrounded by the domestic animals in this peacefully farming area.

4 – Movements and physic

Movements is based on 2 dimensional 4 direction possible movement using physic only,no need for an Character controller nor an specific movement formula for the test QA. Player is able to turn around and increase movement speed(run). Player script could be found in Assets/Resources/Scripts/Player.cs

5 – Animator component & Animations

3 Base animations used in this version (Idle,Walk,Run) for base player, used Mighty Heroes (Rogue) 2D Fantasy Characters Pack asset as indicated from the qualification test.

Animation for Dialogue pop-up,small effect for Players to know where the shopkeeper location is.

6 – Terrain/tiles groups

Tiles are primitive,I have used an Farming tile,also this asset is indicated from the qualification test, Brackeys/2D Mega pack.

I have used some of the grass tile/as well pumpkins, and other seed as an decorative for the map,very static and with collision only.

7 – UI, Quest Logs and other minor logs

I have integrated very simple quest log and “welcoming” message from the shopkeeper to keep some things clearer, nothing special or something that could cause an issue while testing purposes. Inventory and Shop UI are the main story-line of this small sandbox, Shop contains UI Items with images and specification types of the chosen item, as well Inventory is very similar, but it contains bought Items (Clothes). Any other UI elements are noticeable by the tester while in - game.

8 – NPC AI Conditions and methods

There is 4 NPC in this static field just standing around as an pure example,not much of an valuable workers,but lets keep them for next updates. 😊

Only interactive one is a Shopkeeper which can be hinted and interactive by getting close in front of him(Oncollision),then Shop tab will open with an warm welcoming message.

9 – Bugs and reports

As this is the initial test only some of “glitches” or bugs are expected, one of them is some of the 2D sprites are not aligned as it should be, need refactoring via designer, etc.. Player cannot look up, maybe there is no corresponding 2D sprite for this? However these are some of the designing bugs at most.

10 – How to? (Playing tutorial)

This one is most exciting huh? Just kidding..
Here are some simple tips from me.

To interact with the Shopkeeper Just get close to him, like in an example below.

Shopkeeper
(Clothes shop)



Get in front like this

To interact and trigger the shop



When you have more than a 6 items bought you will see the Scrollbar active like in example below,also Shop has an Scrollbar already active.



IF ANYTHING ELSE IS NEEDED FROM ME TO BE ADDED/CHANGED/SHOWNED OR FINISHED PLEASE LET ME KNOW AND DO NOT HESITATE TO ASK OR REQUEST...

Many thanks for your time and efforts...

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