

# Cavelands

## (Game for Interview Process of Blue Gravity Studios)

This game is about a person who lives in a **cave system** generated after a big war. He got to the place where he starts the game in his minecart. The player **has a zone at the top left** of the map where he has a **bed, a radio and his minecart**.

You can walk down a few steps and find **3 types of boulders, iron, amethyst and diamond** (Also, for the system I made, it's easy to integrate new minerals) and mine them, some boulders might require a **higher level of strength** to be mined because of its rarity and worth. When you mine them, your energy will be reduced by 1, and when they finally break, they will drop a bunch of minerals belonging to the mined boulder. This mineral can be picked up with **"E"** and it is stored in the inventory

The player can open the inventory with **"I"** to see what he has.

In the player zone, you can open the **minecart inventory** with **"E"** where you can **drag and drop** items from your inventory. The only ones with added value are the minerals.

If you go to the bed and press **"E"** you **will sleep**, and the minecart will start its way to the cave system with the minerals placed in its inventory. When you wake up, the minecart inventory is cleaned and the estimated earning gets added to the player actual money.

If you follow the path to the left, you will find 2 house entrances. The one of the left belongs to an NPC called **"Master"** and the one to the right belongs to another NPC called **"Botanist"**

You can enter both house and have interactions with both NPC's.

If you press **"C"** close to the **Master NPC**, you will have a **dialog** with him, and if you press **"E"** you will enter to the **skill shop**, where you can spend money to level up certain attributes of the character. The following attributes are:

- \* **Strength**: Modifies how much damage you deal to boulders, and also unlocks new boulders to mine.
- \* **Botanist**: Better luck and numbers when harvesting minerals (Topic explained later)
- \* **Pickaxe Ability**: Reduces the speed mining boulders take.
- \* **Luck**: Better luck and numbers of mineral drops when breaking boulders.

If you press **"C"** close to the **Botanist NPC** you will have a dialog **with her**, and if you press **"E"** you will enter the **shop menu**, where you have a section in the left where you can **buy** either plantpots or torches, **both buildable objects** (Also, the system for creating new buildable objects is easy) And at the left you can **drop** your items for **selling** (Minerals are sold with lower income)

For **placing** buildable objects you have to open your inventory with **"I"** and **click** in the item. Then, aim with your cursor and when **it's green, you can click and place the object**.

The **torch** is just an object for decoration without any special interaction.

The **plantpot** is an object that if you get close, you can press **"E"** to enter the **plantpot inventory**, where you can **drop one mineral and it will act as a seed**. It will grow for the following 3 times you go to sleep, and when it finally grows, you can get close and press **"E"** to **harvest** and drop the mineral you planted. The number of drops will be determined by your botanist level.

## **About the interview experience.**

I overall found the interview as a different and creative method for finding new people.

The process of making the game was fun, every sprite and FX sound was made by me and the feeling of seeing it grow was good.

I had some trouble with systems like having more than one inventory working at the same time, as I mostly worked in physics based games, working with management systems was quite a challenge but I'm pretty happy with the end result.

I find that the game that I've ended up is quite polished, maybe it ends quick, as there isn't much stuff to do after getting to mine and grow diamonds. But I've made it in a way that I would find easy to keep building stuff over it.