

LSW Programming Interview

Description of the systems:

This example is a mini tiled-based world with just two places move around. The outside and the inside of the store.

The movement is a classic top down 2D RPG, inspired by pokemon and the early Final Fantasy games. The only difference here is that you need to press the space bar (the “Action” input) in order to get through doors. Originally, I wanted to enter without interacting but I ran out of time for the movement part and moved on leaving it as is.

There is an inventory in which you can access by the “Inv” button at the bottom-left corner where you see you items (In this case only clothes if you have them) and equip or unequip them.

Finally, the store has two separate modes in which you buy clothes from the stock of the store or sell the ones you have in your inventory. The UI is the same for both modes with a category filtering and a preview of what you are buying/selling. I started with a design based on FF but quickly started mutating towards something more modern, specially because I end up using the mouse a lot for the interactions. It was easier and quicker given, I was running out of time.

Description of the development process:

The biggest challenge I faced in this interview was my limited skills when it comes to Graphics. I’m a very focused programmer, so I usually don’t do sprites or graphic design. And for this reason, I had to find assets to begin with, otherwise everything would be even uglier than it is, lol.

This is where I lost several hours. Trying to find an animated character asset for a top down 2D RPG like game WITH equippable clothes. I never got one that had everything I needed. So I end up choosing some assets from kenney that had everything but animations. So I did a very basic animation with the feet and Sprite Mask to work with any equipped shoes.

Then I started struggling with the UI Design, but I have learned a few things working with amazing UI Designers, at least I had some direction.

That said, 99 % of the graphic assets are from kenney, I might have tweaked a few, but not more than that.

I made almost all the code for this exam from scratch, except by the Singleton class that I’ve been using in my previous games.

The music is from a previous game I made, I didn’t want the game to be without sound, so I added that because I ran out of time to put sound effects.

I ended up using like 60 hrs to do this.

Overall, I think I did ok but I spent more time than I expected and the movement, animation and Aesthetics didn’t get to where I feel comfortable with. But it was fun, all things considered.

Build:

The final build is in the root of the project called lsw-exam-exe.zip, I run linux so I hope the .exe runs fine. Otherwise I made a WebGL version in <https://www.mimicgames.com/lsw-exam>