Thought process and personal assessment

Starting with the thought process during the interview, I decided to start with the basic mechanics such as character movement, and after that, the character's interaction with NPCs. To better understand where the actions are taking place, I chose to develop individual scripts, using one only for movement and another for interaction. And for the rest of all the mechanics too. This makes it easy to understand where each action takes place within the game. The rest of the mechanics remain the same, from calling an animation using a generic script, to make it more dynamic, to button actions. Therefore, this line of thought was focused on making it more explicit where actions and/or management occur in the scripts.

Considering the time I had for development, which was between 6:30 pm and 1 am on both days (Thursday 23 and Friday 24), I consider my performance to be very positive and efficient, considering all the mechanics, interactions and actions within the game, being a 9 out of 10.

The Game

2D Top down game, with controls like Stardew Valley, with a farm theme and Pixel art graphics.

The project developed for the Blue Gravity Studios interview task, the following mechanics were created for the project:

- Interaction with NPCs

- Buying and selling items

- Equip items to the character

- Character movement

The extra addition of:

- Preview character appearance when equipping directly from inventory

- View the character's face on the HUD

- Pause and play game music

For the interaction between the character and the shopkeeper to work, the following flow occurs:

1. Press E to interact with the shopkeeper.
2. Opens the item purchase and sale panel.
3. When clicking on one of the items to purchase, it checks whether the player has enough money to purchase, if the player has enough money, the item is added to the player's inventory and removed from the store, and the interfaces are updated to update the view.

To sell an item:

1. With the store open, click on the 'Sell' option.
2. All character items available for sale will appear.
3. When you click on the item you want to sell:
    1. The item's value is added to the character's money balance.
    2. The item is removed from the character's inventory.
    3. The item is added to the items available for sale.
    4. Updates the user interface.

To be able to equip user items:

1. When you click on the item, it moves to the equipped items.
2. Removed from inventory.
3. Instantiated as the character's child to be able to view it.
4. If you already have an item of the same type equipped, remove it from the equipped item.
5. Destroys item instantiated as the character's child.

How To Play

The commands to play are: