

Blue Gravity Studios Interview Task - Documentation

For this project, i decided to create something different but still smooth and polished enough. There is a shop on the upper left part of the scene, and you can interact with it, opening up a tailor made UI. You can then buy the items which will end up in your inventory. Pressing esc, you can go back to the game and open the inventory pressing Q. While in the inventory, you can press the 1 and 2 buttons to equip the corresponding item. All of the code has been specifically written for this project and assets are taken from the free section of Itch.

If you need to know where the assets are from, please ask me.

Lots of components are follow the Singleton pattern using an Util function and i tried to keep the code as tidy as possible, and the scaffolding as clean as possible, for a 48 hours project done in a weekend. The player controller is smooth, and features both turning, acceleration, deceleration, and classic topdown movement.

The environment and collisions are made using tiles and tile palettes, while the interaction with the shopkeeper is done using a simple trigger collider. All of the UI has been designed by me in figma and then properly exported and animated. I figured out animation and graphical polish would have been more important than background music and SFX.

I had to downgrade to the required version of unity for the task. Even though that was a first for me, it was an interesting thing to do.

Inputs are simple and done using the old Input System for haste. Use WASD to move, E to interact, Q to open the Inventory and ESC to close every UI panel.

Thanks for your consideration,
Giorgio.