

Gonzalo Del Gaudio – Unity developer candidate

Interview Test for Blue Gravity: Explanation of the delivered work

Github link to the project:

<https://github.com/gonherdg/PixelClothes-Prototype>

Testing the game

The game occurs completely inside a shop. You can control the main character that appears in the middle of the screen using W, A, S, D.

The scene consists also of another character, Carla, the seller. You can interact with her only using the button above her that says “Say hi”. This way you start a dialogue with her. After a couple of messages the dialogue is over. Here was supposed to appear a box containing items ready for shopping but its not the case due to shortage of time.

I added, however, a way to test the main feature: the use of different clothes for the main character. You can press Q and E to change the torso and legs respectively.

Thought process

My first thought (after my research about Stardew Valley) was that this game should be in pixel art.

I used these assets for my tilemaps:

<https://opengameart.org/content/liberated-pixel-cup-lpc-base-assets-sprites-map-tiles>

About the three optional assets provided in the task description:

The first one (2D Mega Pack, made by “Brackeys”), I found it is a mix of very different kind of assets that was not of good use for me in this case, and honestly also very ugly.

The second (Character Base, made by “Seliel the Shaper”) was absolutely perfect for the game I wanted, but it’s paid assets, and the ones that are offered for free are incomplete and I’m not a great artist.

The third one (Mighty Heroes, made by ”Leaidan”) is a good choice, ready for skeletal animations which is very easy to animate and change clothes, BUT I wanted to stick to pixel art and this kind of assets are not compatible.

So I found a good set of characters on opengameart:

<https://opengameart.org/content/24x32-peppercarrot-characters>

but they were all in one piece, so I splited a lot of heads, torsos and pairs of legs so I can combine them and sell these parts at the shop.

Now I needed a system to control this behaviour and found a perfect solution on youtube to base my work on

<https://www.youtube.com/watch?v=PNWK5o9l54w>

This feature took me too much time to make it work because there was a Unity bug I didn’t know

about regarding animations files (.anim) being corrupted (invalid empty “path”) and without throwing any error in Unity. I had to modify this files manually.

With little time ahead I focused on the Dialogue system, improved the tilemap adding colliders, and tried to create an inventory system for the player and the seller so you can actually shop something. But I couldn’t make these last two work so I added the Q and E thing to show how the character cloth system work.

I must remark that the Cloth system is mostly NOT my work and I provided the source here and also inside the code.

The Audiomanager is an old code that I use in short projects to play sounds and music. I didn’t write it for this project.

Regarding my performance, I will say I hate delivering less than I know I can, but for the 48hs given I think is good work though. I have a lot of ideas on how to continue from here. Overall, I payed attention to visuals, audio, bugs, and scalable code so I think I did well. I really liked working on this.