

Blue Gravity Studios Test Task

Documentation

There are two builds in project's Builds folder - one for macOS and the other one for Windows.

I've put everything I downloaded and used out of the box to "**Modules**" folder. Every asset I got is free to use. Everything else I made myself or had to modify to a new entity.

Controls:

- use **WSAD** keys to move around
- use **I** key to open inventory
- if you come close to the shopkeeper - a speech bubble appears and you will be able to start a trade session
- use **F** key to open the Shop Screen
- finally, press **Esc** key to quit the game application

Inventory:

- you start with empty inventory and 300 silver coins. Use them to buy items from the shopkeeper
- once you acquire wearable items - you can open the inventory and equip them
- first select single or multiple items clicking on them with the cursor from the right part of inventory screen
- then click on the "**equip**" button. The wearables are now on the player!
- equipped items appear on the left side of the inventory screen
- to take off wearable items - select them and press the "**strip**" button
- you can exit the inventory screen by clicking on the "**close**" button or with the **X** key

Shop

- select a single or multiple items from the shop screen
- the cost of selected items to buy/sell appears in the bottom of the shop screen
- buy/sell actions have corresponding buttons on the top of the shop screen
- if you have not enough coins for the purchase - the buy button will react with an animation that indicates a failure and all items get deselected
- to be able to sell an item you have to strip it from the player
- to close the shop screen - click on "**close**" button or press the **X** key

About the working process

I started with a draft working plan. The key concepts were to choose the vector for the concept of my project, select the assets I may need and use tools to ease my mind and structure ideas. I end up using google spreadsheets, google docs, mindmap to always have a reference at hand and to prioritise tasks easily. I also used Pomodoro Technique to achieve a time management boost. Somewhere between the draft design document creation process I realised I have to start with quick and simple results and move fast towards the Minimal Viable Product and be able to distribute and test it.

About the interview

Actually this was my most exciting test task. Had to give up most of my initial ideas to focus on requirements, but I still feel like this task gave me a grasp on what are my strong and weak spots. Instead of simply check my ability to use defined Unity mechanisms that common test task usually pursue.

There are many weak spots I had to leave behind in coding and design of the game, but I feel confident in my honest work. Despite the upcoming test task review results I wanted to thank you for the groovy feel and fun I had within the creative process and I sure hope you may find my work worthy to become a part of LSW project!

*Best Regards,
Fedir Latyhev*