

Demo game explanation

- › First we used a readymade player movement system and assets from the unity asset store which is free. Name Is(Pixel Art Top-Down - Basic)
- › we added a free little character from unity asset store for showing interaction demo when our player goes there we can open clothes shop and wear them, we also added cloth shop shortcut for it
- › After that we used a dialogue system plugin for setting up the dialogue system (we already have this plugin from asset store). when a player goes near the statue he can start talking with it. Let's pretend a statue is a person. Here we also demonstrate our dialogue system.
- › We added a small inventory for storing props which we've bought from the magic props shop.
- › I forgot that we've added a props shop too where we can buy props for us. We can use or collect these props for some in-game development.
- › and if we've lots of props we can sell it too on a wish wall in exchange for money or any other items.
- › In the readymade system we've also got benefits of small object interaction like pushing blocks etc.

› as a good team member and as a responsible employee of our company I know the quality is really important for our company growth and attract users but as of now in test time I didn't focus on good graphics quality I just focused on code structure and game performance. Because I've few other clients' projects so I wasn't able to spend more time. But if I get to change to full-time work with you I assure you quality and performance won't be compromised from my side.

Here is some screenshots of features but i recommend you to play and check this instead of image





