

BGS Task

System explanation: Basically in general it's a shop system that needs to be implemented as best as it possible can. It has the player, the shop, a merchant that you can interact with, and the purchase system containing different items. In general it's very similar to games like Ninja Saga or Shinobi Warfare.

Thought process: The initial idea was to have a shopping system which step by step I'd put it like this.

1. Map design
2. Basic player movement
3. Basic UI
4. Entire shop system
5. Shop system UI
6. Sound system
7. Build and Run the game

The reason why this way is because having the map and some basic freedom inside the game in the beginning keeps you motivated and gives a feeling that you're actually doing something. Another way of doing it is to simply do all the systems first and then implement them one by one and design the map but I prefer the other method (at least when working solo). Except the shopping system, in general I didn't have much thoughts on how to do the rest as it's stuff I've dealt multiple times before, and the only thought I had was to use the best practices on scripting them. Then for the shop system I had to look up over the internet to see how it's dealt with it in general but which wasn't a science on its own anyway. Overall I would say the task is relatively easy. My only suggestion is that, since in the task description it was mentioned that design is a little important, I'd say that instead of only 48 hours, an extra day would be better as not everyone has the experience in designing in 2D. For example, personally I've done lots of 3D level designs before as I love FPS games, but almost never any in 2D. It basically wasted 50% of time as I really wanted to do it, but it just wasn't looking that good and ended up drag n dropping assets.

For my personal assessment, I'd say that I did 60-70% well, as pretty much lots of time was consumed trying to get a good looking 2D design, even though it never went that way, and finished 95% of the work in 1 day only, where I had to hurry up with everything and I definitely know that I could've had improvements here and there.