Facundo Lobo – Work process for “Blue Gravity Studios”

First I read all the requirements of the task to model the structure of the game, then I started creating the player and his mechanics, I divided it into 3 sections: movement controller, interactions with the world and inventory. I started with the controller, to do this I designed the player, imported the necessary assets, added animations, physics, collisions and functions to move or rotate it. Then I continued with the interactions, I created an abstract class to create multiple objects with their own functionality, I made the player detect the interactions when pressing a button, and, if certain conditions are met (distance or others), the interaction is executed. Then I started with the inventory, creating an independent inventory system where items can be added and removed, with events that reflect the status of the inventory and at the same time I implemented a UI that allows the management of the items (buy, sell, equip). I analyzed the way to change the character's clothing and concluded that the best thing was to create a skeleton system that allows divide the sprites of the player's body by groups (bones), and in this way create items that contain the references of what it has to be modified when equipping them. I assigned a category to each inventory so you can organize the UI (bag, equipment, and shop) to facilitate interaction between logic and UI. To equip the items, I had to create a system of slots that are separated by categories and the items contain information about which category they belong to, so they can only be placed in a single slot. When finished, I reread the code several times looking for inefficiencies, bugs or errors, then designed the world, placed vendors, added sounds and messages to make the game more interactive and the world feel more alive.

PS: There are items that, when equipped, do not reflect any change, this is because the player did not have sprites for the “naked” or “without clothes” state and I could not create them on my own.