Game Development Documentation

Project Title: 2D Shop Demo Game

Developer: Lasha Surguladze
Date: 26/10/2023

Introduction:

This documentation outlines the key aspects of the 2D shop demo game's development. The project aimed to create a functional 2D top-down game with a player character, an independent UI, and an item management system.

Asset Integration:

I initiated the project by integrating provided assets, which served as the foundation for the game's visuals and audio, ensuring a consistent and engaging experience.

Character and Controls:

To facilitate player interaction, I implemented a top-down player character and responsive controls for smooth movement in all directions.

UI System:

An independent UI system was developed, accessible throughout the game, providing players with a user-friendly interface without interfering with core game functionality.

Item Management:

A structured data system enabled easy item management, with items organized in a dedicated folder and dynamically loaded during runtime.

Vendor-Player Interaction:

A singleton pattern facilitated a clean interaction system between the vendor's shop and the player's inventory, ensuring an organized and efficient connection.

Conclusion:

The 2D shop demo game successfully meets the required features, with integrated assets, responsive controls, an independent UI, efficient item management, and well-structured vendor-player interaction. The project is ready for review and playtesting.