Leonardo Ferrari Fraga

"**Little Sim Neighborhood**" interview game

As I undertood from the test and the role that I'm applying, the focus should be on the inventory system that would allow me to have a complete interaction with an in-game shop that I could buy and sell items, as well as equip those item.

First I decided to create the basics of the game.

The movement of the character, some simplistic visuals and interaction.

After that I create 2 types of items, I believe it's enough to show it's features.

The item can be equiped the it animate with the player when looking to different directions.

After that I developed a way to interact with the world. I created one NPC and a door, both would be ''activated'' by pressing the 'E' key.

Then I moved to the core of the time, where I spent more of the time.

I wanted to create an inventory system that would provide me with an easy way of adding new items to it, as well as intuitive interactions. So I decided to create the items using scriptable object in a way that once the system was created, the following items would offer minimum effort to be added.

A save system was also created, both for the inventory items as well as the equipped items.

The inventory system reads the saved data that contains an unique ID per type of item, and with this ID it searches the data base for the information found on the scriptable object of the item. This scriptable object of the item multiple informations, like the icon image.

The data base is also an scriptable object that holds a reference to the scriptable object of the items.

Once the inventory was working I worked with ui events to let me drag, equip, throw away, swap with other items in the inventory and also sell it on the shop.

I've also added a confirmation window, as I believe it's a good way of showing some 'small' details that make a difference. In the confirmation window, along with my scripts I used a script foung on the Unity Wiki.

Although I'm not an artist, I believe I have a strong sense of art and can do one thing or two. With that in mind, I created a few pixel art objects to equip the player as well as set a little environment for the game using an asset package. The UI images are also from a package.

I wanted to invest more on the art, the feel of the game as you pointed that would be important, and this is something that I considere to be good at, however, as I truly want to be part of this team and the opening is to work as a developer I decided to focus mainly on the code.

I'm happy with the result. The are several things that are easy points that I would add or improve right away if I were to work on this project again, like adding a way of changing the color of the items. Personalization is a key feature on Sim games, but considering that I had 4 days to create the game, a lot of those things unfortunately were not implement. However the game works fine, it has a rather good inventory system and inventory interactions that I find very important.

Thank you for the opportunity and I would like to express how much I want to join the LSW Team in this awesome project.

Looking forward to hearing from you.

Leonardo Ferrari Fraga