

Game System

The game's objective is to place all the furnitures in their right places. Every 15 seconds a new delivery box spawn's in front of the house's main door. When the player collect a delivery box, an item is added to his inventory. You can open the inventory using the "I" on the keyboard. There is three types of items. Furniture, equipment and beer (consumable). The correct furniture must be used inside the red areas (they turn green when you enter them) to place them in their right position. There is 4 types of hats that can be equipped. The beer can be consumed and can make you feel a bit strange.

Thought Process

Since the start of the test, i knew i wouldn't be able to develop a MMORPG inventory system with thousand of items. Each one with dozens of stats. So i started thinking in something more simple mechanically and visually. Then i had the idea of grabbing items and putting them on a especific spot. Because it was a mechanic that i planned to add in a game that i worked on last year. The original idea was to drag and drop the item from the inventory to the environment, but i wasn't sure if i would be able to finish it in time. So i decided to simplify it to the current system. Another reason for choosing the game main mechanic and setting was because i could draw my own assets. I'm not an artist but i can make some very simple drawings using Inkscape.

Personal Assessment

Even if i don't get the job, i'm still happy with what i accomplished. I never imagined that i would be able to make so much in two days. Some years ago, it would take me weeks to make systems simpler than that. Of course i had to skip some hours of sleep to make this project, but at least i learned more about my capabilites. Also, now i have a new game to post on my itch.io page.

List of Pre-Made Assets

1. PersistenceHandler.cs
2. SceneHandler.cs
3. SceneLoader.cs
4. SceneLoaderButton.cs
5. CanvasView.cs
6. LoadingPanel.cs
7. TryAdd() method inside the Inventory Class.
8. StartupSceneLoader.cs
9. Both musics in the game.