

Bluegravity Test

Mapping:

WSAD/arrows - moving player and control UI

Q/X - Back UI panel or Close panel

E/Z - Interact with an object or click a button on the UI

Approaching:

List all required tasks over a readme file to follow every single one. Order of the tasks thought to have all other scripts required to do the next task.

I made some initial scripts without implementation but commented lines that direct where or what it shows go from there.

[x] Create git and unity project

[x] import assets

[x] block basic scene

[x] Input Sys

[x] Player Controller

[x] Animation sys

[x] UI controller (that was hard)

[x] change clothes sys

[x] money sys

[x] buy and sell sys

[x] Collectable items

I made an extra list of what I would like to implement if I have more time

☐ msg sys

☐ sound

☐ post-processing

☐ lights

Personal Assessment

I struggled with art details and UI Navigation, other test that I made was more code tests, with a pre-made scene with all the art stuff, and I had a hard time building those things. All that time that I lost with it I could spend on building a better code without throwing away coding concepts because I was running out of time. I'm not proud of this test, but thinking that I made it from zero I kinda liked the result.

Interactions

Change outfits over the wardrobe, collect meat and eggs over the icons and use one of the interactive keys. buy or sell items with the shopkeeper, the interactable are marked with a particle system.