

Name Of The 2D Game: “Adventurer Hero”



Explanation of How System Works and Development Process:

How System Work:

Regarding to how the system works is that, in the first place there is paid more attention to inventory, while these are two one of them for pickable object (and always visible on the right side of the screen) and the second one is for wearables like sword, projectile, hat and etc. Main target is in the game to show functionality of switching wearable items of player's body, while for that player needs to collect coins. However, the main game moment starts when player goes to shopkeeper “Fancy”, and interact with him via dialog system.

Development Process:

When it comes to development process there was 48 hours to complete the task .Factually it is not enough to make assets, sprites, and world from zero, thus, there is used ready-made asset packs for sprites and world from unity asset store, while you can go to the sources with that links: 1. <https://assetstore.unity.com/packages/2d/environments/2d-hand-painted-town-tileset-67346>

2. <https://assetstore.unity.com/packages/2d/characters/2d-customizable-character-male-101695> .

However, there lots of thing can be improved evaluated in that project, if there is more time than given. For example, there can be added some other functionalities to inventory, and some improvement to design of the dialog text, would be better for the early stage of improvement process.