Blue Gravity Studio Doucment

First thing first i would like to thank you for this opportunity to work for a company with such a stature such as Blue Gravity studios.

Now lets dive into my thinking process for this unity programmer task, well after ready the task description my initial though was okay we have an interaction with a shopkeeper so my requirement are an inventory system, a shop system, player, npc interaction, customization system.

I started by designing the UI interface for both the inventory & the shop after finishing that i started to work on the logic behind both of them. The approach was similar as both the player and npc have a list of items to display so i started implemteing that and linking up the view with our model and controller.

After insuring that items are displaying and integrated how items are being added and removed next up was adding the price part ensured that every transaction went according to player balance now for the equiping outfit the logic behind was a simple sprite swap as the item indicates the corresponding body part, after testing it around i noticed that the player can sell an item that is equipped so i added some constraints apart from price check and check if the player already has the item and added a balance indicator on the bottom left of the screen.

After that i felt like experience wise it lacked something so i went ahead and implemented a tooltip to indicate action with every button clic, why a tooltip you might ask well i felt tha the screen was already loaded so i didn't want to add more elements such as a notification pop up, then i made some basic player movement script using rigidbody and added an actual npc to interact with set up interaction mechanics and buttons and added a pop up to the shopkeeper for interaction, with that now fully functional all is left is the envirement i went ahead and downloaded an asset and added an audio manager to enhance overall experience,

Finally i reviewed my scripts for optimization and made some necessary improvments for example the ItemUI to make it more modular

That is the overview of my work, I am looking forward to the possibility of joining Blue gravity Studios.

-Othello Chaoauchi