

Hi! My name is Pedro Belluzzo, and this was made to document the development process of a small prototype made in a few days. The development started on Friday 25-03-2023 and it's planned to end on Tuesday, 25-03-2023. This is being written while the game is being made.

I received the task of creating this little experience on Friday, 5 PM in my timezone(GMT-3). I was able to start the process 2 hours after receiving it.

The first step was to study the development process for top-down 2d games like this, as I'm more experienced with 3d games. I started setting up a [Trello board](#) with the initial steps and then searching for usable art assets and how to handle the animation and the ability to change parts of the character for customizing it. I grabbed a [sprite pack](#) for the world art and start experimenting with the character. After some time, I decided to try and draw my own character. Is the first time I'm doing it, so it is kind of risky, but I must obey the most important task requirement at all costs.

"and most importantly, don't forget to have fun!"

By the time I finished the first version of the character, correctly imported it, and created the skeleton and first animations, it was already 2 PM on Saturday.

I got a little worried with time, so I decided to start programming some systems, so I can see some progress. The initial systems were set up with placeholder stuff, and by Sunday 11 AM, I had almost all core systems with the initial implementation.

At this point, I decided that it was time for a first build and to work further on documentation.

[Build v0.1a was created!](#)

I had already planned a simple background story going on to justify the game, along with a quick planning of some mechanics, but now I'm putting everything together in [the first version of the GDD](#).

After wrapping up the first version of the GDD, I'm moving ahead to planning the next tasks in the Trello board and start working on them. I'm also thinking about the art assets chosen for the world. After I drew my own character, they don't match it, so I'll look for others or maybe draw my own later.

[From this point on, the text was written before the prototype was completed]

I finished the player inventory and started to work in the shop system. The shop system was made to be easy to expand, so I've made it based on a scriptable object. The shop system took a big cut of time to be made, so I started to cut down some of the planned parts of the prototype, like an initial cinematic to introduce the game. I started to implement the equipment system on Monday night and had some problems doing it. This was the first time that I was implementing 2d skeleton animations in Unity and tried to take advantage of the PSD Importer package, but as I don't have Photoshop, I needed to use a converter that did not preserve the total integrity of the file, therefore didn't work as expected. After a long time, I needed to re-draw some parts of the character with its clothes but then got everything working.

Given the time left, I couldn't expand the game mechanics ahead of the requirements. To wrap it up, I decided to draw some scene elements to create a simple level, trying to match the style of the art with the character. Also, I defined a color palette to have the colors work together.

To end this document, I'll summarize some of my thoughts on the whole process:

- I'm a game programmer, but I'm also used to dealing with art and design, as I have already developed some games solo, but the 2D top-down was new for me, so it took a good cut of the time;
- I've put the most effort into building scalable systems that are also easy to be used by designers. Some of the classes could use some refactoring to make sure the single responsibility principle is not broken;
- I've decided to draw most of the game art because I really like it, even though I'm not talented at it;
- I planned to record a quick song with my [recorder/flute](#) to loop in the game, but it also got removed due to the time limit;
- I'll keep the GDD as a registry of what I planned for the game;
- I really liked doing it after all, especially because I like to build a system as a whole, even though I couldn't do everything planned. Also, because I felt like picking up my pencil and drawing stuff, I had a lot of fun with my character.

Thank you for reading this document!