

Blue Gravity Studios - LSW Programming Interview

Candidate: Paula Carolina Picolott da Silva

For this test, I received the instructions to develop a scene of a game, placed inside a clothing store, in which the player would be able to walk and interact with the seller.

Project's build is available in its repository, <https://github.com/ppicolott/clothing-store>, as well as this present documentation.

The map was built using tilemap objects and the artwork (tileset) was downloaded from itch.io, on a free version, <https://gif-superretroworld.itch.io/interior-pack>.

The player character was downloaded from Open Game Art, also free assets, <https://opengameart.org/content/lpc-character-bases>.

In order to move the main character, the player should use WASD keys or arrow keys and, to interact with the salesman, LMB (point and click with mouse), spacebar or enter keys.

Once you talked to the shopkeeper, a shopping screen will appear, displaying all the items available, such as medium length hair, leather hat, robe hood, chain mail, plate mail, green pants, plate shoes, among other options. It is also possible to remove items.

Those items are organized by body parts that can wear/equip them.

Below each item option, there's a box informing its price. In the top left corner of this screen, it is possible to check how much money you have.

On the left side of the shopping screen, there is a miniature of the player character to get a preview of the items you are acquiring. This miniature can also be rotated by using the arrow buttons attached to it, which should be an intuitive function.

There is also a box containing the selected items prices and a purchase button below the miniature, allowing you to complete the transaction, if you have enough cash.

To close the shopping screen, there is an icon with an "x" symbol in the top right corner. The RMB is also an alternative to exit this screen and regain control over the keyboard.

Some fields, which may be important for game design, can be set by a scriptable object.

I really liked taking this test because it was based on my favorite game, Stardew Valley, and I also played many hours of The Sims.

Besides, the whole process was enriching and I did my best to structure the project within git flow guidelines, to follow the parameters given and to solve most of the bugs found along the way.

I am located in Brazil, and I was able to read and start this challenge on Sunday, January 8th.

I hope we could talk more about this test and the job opportunity.

Thank you very much for inviting me to participate on this selective process.