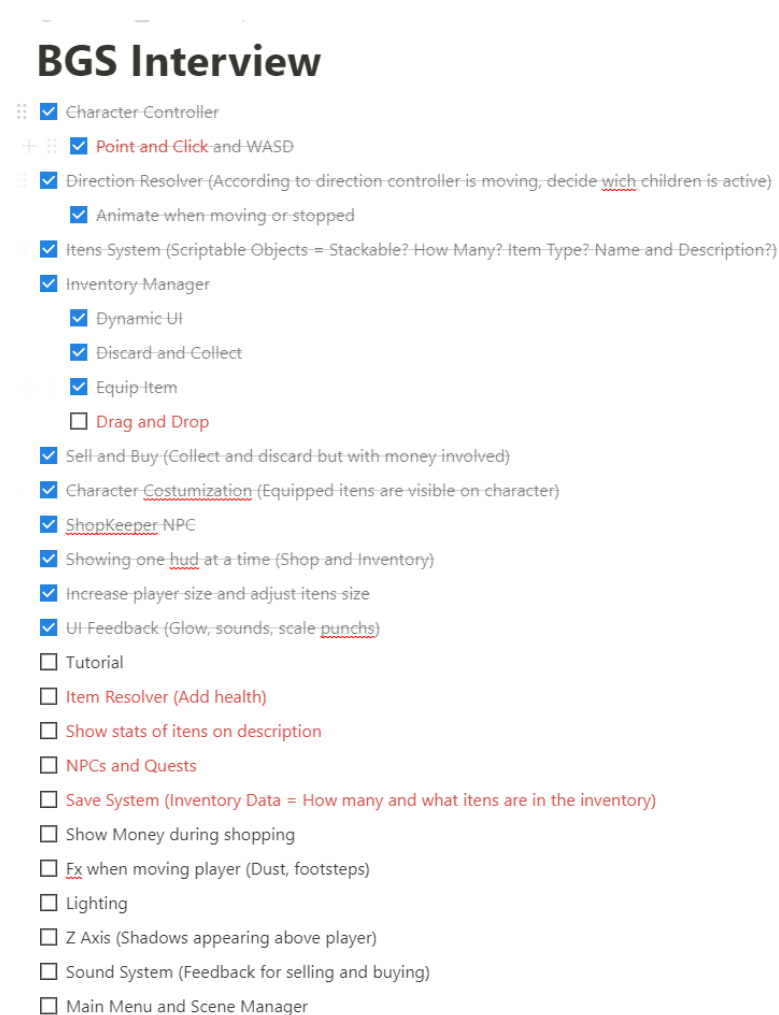


# BGS Interview Task

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## Planning

For every project I work on, I organize every task and step in order of what's most important using Notion. In this case, I've made a simple checklist but on bigger projects, I use tools such as Trello:



I had bigger plans for this interview task as you can see in the checklist but my actual job is consuming a lot of my time so I focused on what was essential to the interview.

After creating the Unity Project, I imported all assets I was expecting to be necessary and started with the easiest stuff (Character Controller -> Character Customization). This helps me check the boxes faster and it also gives more clarity on how the final results will be in lesser days.

## **Difficulties**

Character Customization can be done in multiple ways. 3D sometimes can be simpler than 2D. And in this case, our character needs to move in four directions (UP, DOWN, LEFT and RIGHT) so we need to update sprites according to the clothes they are using and the direction the character is facing. That means we will always need at least 3 sprites from the same piece of clothing (One for each vision angle); I couldn't find art assets that had a 4-direction character and also were animated by rigging. I believe Little Sim World uses the 2D Animation tool from unity and PSD Imports for its characters so I wanted to develop something that resembles LSW.

Other sections of the task weren't difficult, just time-consuming.

## **UI Tutorial**

There wasn't enough time to add a tutorial on-screen for the inventory and shop. But buying and equipping is simple, you click on items to select them and buy/equip on the window that opened. To unequip an item, you click on the slot it is equipped on.

## **Conclusion**

There is a lot of room for improvement (VFX, Save System, HUDs and animations). But I'm happy with the final result. I'm also curious about how LSW handles the same things I did on the project.