Friday, 4 November 2022

Salvatore Fabio - Game Documentation

Interview Task for careers@gravity.blue

- *"Please write up 300-word documentation to explain exactly how the system works, your thought process during the interview as well as your own opinion on how well you think you did."*

Premise:

I created all the code and art assets in the game by myself from scratch during the timespan I was given. The only external assets I did not create are the sound effects.

Development process:

My approach to the development of this prototype was similar to the one I have for game jams.

First off, I made a list in Trello of all the features I knew the game absolutely needed (player movement, interaction system, dialogue system, functional clothes shop) and separated them from the ones I would have liked, but that were not mandatory.

I proceeded to implement the features.

Since in the past I had already created similar game mechanics, I knew it would have been a (relatively) easy task. For this reason I decided to focus on the game's aesthetic (I decided to adopt a minimalistic and cartoony art style) and on writing clean code.

How the shop system works:

The shop system allows the player to either sell the items he has, or to buy clothes.

During the development I made a large use of Scriptable Objects, so I could easily declare and access the item's various properties, and of Unity Layout Groups (like Grid Layout, Horizontal and Vertical Layout), so I could make UI quickly.

When the player sells an item, the shopkeeper gives the player a certain amount of money, based on how rare the item is (holy grails are worth 150, diamonds 100, chests 50), and the item gets removed from the player's inventory.

When the player buys an item from the shopkeeper it gets transferred from one inventory to another. (player and shopkeeper both have their own inventories).

My opinion on how well I think I did.

Overall I'm pretty satisfied with the work I did.

Clearly, being a prototype made in less than 3 days, it could be a lot more polished.

But considering the amount of time that went into the making of it, I'm satisfied.