

Blue Quest Development

From the first moment I read about what the task was about I couldn't stop feeling so excited for developing it. As I've been learning and practicing with 2d projects very similar to this I knew that in general it would be easy to develop, but I've never done anything like a store and inventory system before, and I knew that this project was going to be as familiar as challenging to me (and certainly it was).

While the required Unity version was installing I started looking for the player and environment assets. It wasn't an easy work. All the world was needed to be made around the character sprites. As well as the main goal of the project was to make the player able to change his clothes I needed to find a set of interchangeable sprites, and find UI and environment assets that fit with it.

First I made the player, his movement and his animations. The movement was very easy but the animation (as well as the change of clothes developed later) was a really tedious work to do, because of the nature of the character, it needed to be animated side by side, and the character ended up having 4 different sides

I know there must be better ways to do this, but in that stage I didn't have time to change it.

The environment was really easy. I used a tile palette and a tileset changing the sorting layer to be able to choose what goes behind or in front of what.

When the environment and the shop was almost done I started with the UI (the shop menu, the inventory menu, the HUD) to get to work with the shop and inventory system easier.

The way I started making the inventory wasn't easy for sure (at least for me) but it worked (in that moment). In the middle of the development I realized that this wasn't going to be very scalable and won't allow me to set, add and remove things dynamically, and make me have A LOT OF PROBLEMS, but eventually I made it work in its own way.

I know now that there are a few ways to improve that system and make it very dynamic.

Lastly I include some minor details like the transitions and the dialogs of the character.

I had a lot of fun developing this project, and I hope you have it playing it and reading this.

Regards, Gabriel.