

Development doc

96h Programming Test LSW

To make this document, I wrote a little explanation of the different systems that I programmed for this test (it only includes what seemed most relevant to this document).

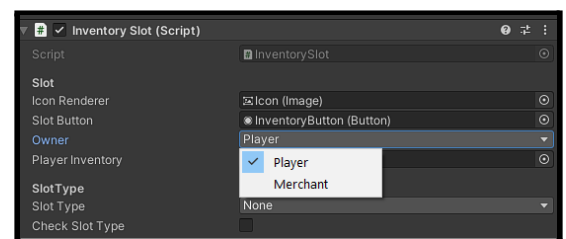
First, I read the instructions and based on that I wrote all the possible systems that I should program in order to comply with it. Based on the time I had, I decided to prioritize some systems over others.

PLAYER

For the player I decided to encapsulate the behaviors in different scripts in the best possible way in order to make it more modular and understandable.

INVENTORY SYSTEM

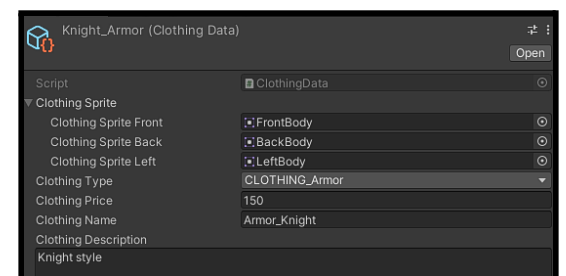
For the inventory system, my intention was to keep it simple, so each entity has its inventory slots inside a canvas group. These slots use an enum to know who their owner is.



CLOTHING SYSTEM

For this system I use scriptableObjects, so clothes can be added easily.

This scriptableObject will have the sprites of the clothes (for all directions of the character), what kind of clothes it is and other useful variables



INTERACT SYSTEM

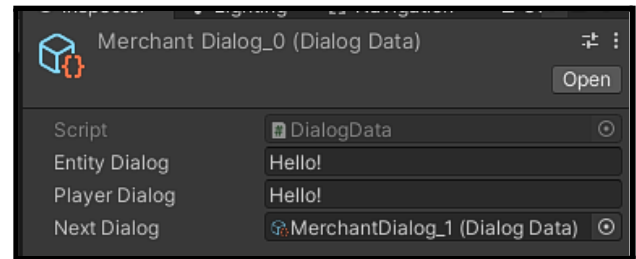
In the case of interactions, I opted to create an interface so that any interactive object only has to use that interface. In the project it was used for the player to interact with the merchant, but it could be expanded to other objects or entities.

```
public interface IInteractive
{
    void OnInteract();
    void OnExitInteract();
}
```

DIALOG SYSTEM

I found the dialog system interesting to program it with scriptableObjects to be able to generate lines of dialog easily.

With more time I would have liked to expand it in such a way that I could have more possible answers.



Creative process

-When I started to imagine how the prototype would be, I wrote down the basic things that it should have and I imagined how it should look aesthetically, trying to do something similar to LSW.

-Try to maintain aesthetic and programming coherence.

-When thinking about each system, I set out to make a good base that can be expanded or improved in the future.

Conclusion

I am satisfied with the final result, considering the time I had, I managed to maintain a similar level of quality in terms of programming and aesthetics.

Certain parts of the programming were not perfected to the level I wanted because I decided to prioritize the overall quality level of the project.

THIRD-PARTY ASSETS

I used the follow assets:

- <https://github.com/febucci/unitypackage-custom-hierarchy/releases/> (For hierarchy organization)
 - <https://assetstore.unity.com/packages/2d/characters/fantasy-heroes-4-directional-character-editor-epic-extension-147364/> (For Character art and animations)
 - <https://devassets.com/assets/rpg-tutorial-assets/> (2D UI art)
 - <https://freesound.org/people/KiluaBoy/sounds/427442/> (background music)
 - Game background was made by me in photoshop, using textures from google
 - EventManager.cs (i use it very often in more projects for events)
 - Cinemachine for the camera
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