

Little Sim World - review

I consider myself as a pretty straight forward guy so my approach to this task was to make it as simple as possible while accomplishing all the requirements. It took me 13h to complete the task over the course of 3 days.



I wanted to make the demo similar to your game so I recreated a couple of your assets inside Illustrator to begin with.

For the character skinning I have used the 2D animation package with sprite libraries for front, back, side positions and the SpriteResolver for the wearables.

For the map I have downloaded something from the asset store that I found useable. I would like to point out that from an artistic point of view I made a mess :(but it was a lot quicker than drawing it myself.

For the character controller I have written a simple script that facilitates movement in both axis, changing the appearance depending of the movement direction by swapping sprite libraries.

For the UI I have made an UIManager script in which I have put almost all the shop functionality. I know that this is bad practice and in production things like this should never happen but this is just a demo so I gave it a go. Also I did not care about performance while writing this so you will see a lot of instance calls and GetComponent and probably some duplicate code.

There is a lot more that I could have done in this time, like a proper inventory system, and actual dialogue but I spent over 4 hours trying to understand why some parts of the character body were getting twisted by the bone system... ended up using 2 left legs and little time to finish this.

The executable file is inside the "Executable" folder.

I would like to say I really enjoyed completing the task, it was both fun and a bit challenging. It's been a while since I last worked with spriteskin. I am looking forward to hear your feedback.

- Stefan Ratea