Blue Gravity Assessment

Introduction:

for this assessment I made a 2d Stardew valley-like game with a sell/purchase cloth system, also I implemented a dialog system for the NPC, Inventory manager, and trading system.

I Used some third-party assets, all of them under the creative commons license, the rest were made by me.

some of the elements used in this project are:
-animation events
-animator
-animation management
-sprite management
-tilemaps
-scriptable objects
-events
-UI animation
-etc

All of the code and unity implementations were made by me under the time lapse that was given to me.

Usage:

in this game you can control your player with WASD or the arrow keys, you are in a little village that you can explore and NPCs that you can interact with.

to interact with an Npc just stay in front of it, when the sign says "press space to interact" you can press it and the dialog box will pop up if the Npc is a villager it will say random quotes if is a trader you can open the trading window to sell and purchase from him, also you have the inventory window where you can check your items and wear them.

process:

the project was made entirely in the lapse of 96 hours or 4 days, On the first day I obtained the assets and adjust the sprites and animations, and also started to assemble the map.

the second day implemented the player movement as well as most of the dialog system.

On the third day, I finished the dialog system and implemented the inventory

On the fourth day, I implemented the trading system as well as made the final touches to the project.

conclusion:

I'm happy with the results I know I made a good job and I'm confident you'll think the same, in this project I could show my programming skills as well as my flexibility and proficiency in several areas.