

My submission for the Blue Gravity Coding Task.

In this tiny game, you can click on the shopkeeper to open the shop where you can buy and sell outfits, with which you can then parade around the screen wearing them using the WASD keys.

The system consists of the Player, an Outfit object that is animated and rendered on top, and a Shop and UI class that enable the player to spend their gold to obtain the 3 different outfits.

I believe my performance was mixed; I overestimated the amount of time I would have available to work on this project, and ended up spending too much of my early development time setting up Unity's Sprite Library system, which looked like the most suitable tool to implement the changing outfits without having to animate each one from scratch. I did work out, and I'm confident I would use that same set up for a bigger project, but it came with the downside of forcing me to rush through some other areas of the game, mainly the UI, which is currently neither scalable nor pretty. However, I'm somewhat proud of how I could focus on getting the core features ready after that, and the already prepared animations came in really useful by the end. So much so that I could find the time to add some sound effects, which I had previously discarded as superfluous.

Overall, I'm satisfied with where these 2 days of frantic but fun game development ended up, even though some extra time to get my project structure in order would have been really useful. I hope my project reflects positively on my skills, and I look forward to hearing back from you.

Regards, Tobias