

Victor Paretto – BGS TASK

My main focus for this project was the clothes shop and the ability to equip purchased outfits ensuring that the transition between them is smooth and making sure animations don't jitter when changing them.

I built the system from scratch (everything in this prototype was built from scratch) to make sure I have little to no bugs and have the ability to encapsulate any possible issue better. When it comes to the shop, my first thought was to be able to talk to the shopkeeper which would lead to the ability to purchase the items, however because of time constraints I ended up making it more straightforward when it comes to buying the outfits.

Both the outfits and the collectable items (Pumpkin, Carrot & Peach) have set icons, in the case of the inventory, they create on runtime pulling from the Inventory class which is attached to the Player

My initial scope was definitely a little too broad for the 48 hours I have for the test, but I think I managed a quality prototype where different systems can be appreciated, both gameplay wise and UI wise, from Panels with smooth movements to GameObjects with quality of life animations (such as Bump).

When it comes to obtaining the gold, the chest loops some coin prefabs to make up a cute animation of obtaining gold when opening them, this can definitely be further improved with Pooling, I just didn't want to focus too much on it since it was an extra feature, but on a larger project, Pooling is definitely the way to go.

Sadly I couldn't make time to finish up the selling part of the game, but I can explain a little bit what my idea behind it was, with the inventory UI set up, and the stack of items that the InventoryManager script already tracks, I would have created a new UI panel which would have shown all of your inventory items in a grid formation with the ability to sell 1 by 1 or in bulk, obtaining gold for it.

I'm very proud of what I did here and the systems I created, with clean code and using Unity advantages as a Component Based Engine.

I look forward to hearing from you, and I hope you like the Demo!