REALLY FAR AWAY

<u>To launch the game:</u>

1. Go to *Build/*
2. Launch *Really Far Away.exe*

<u>In-game controls:</u>

1. **WASD** for walking
2. **I** to open inventory
3. **E** to interact *(see in-game prompt)*
4. **Esc** to close any pop-ups

Before starting the development, I spent about **2 hours** planning the project architecture. I divided the tasks into days and stuck to the plan as tightly as possible.

The **first day** I completely devoted to the creation of graphic assets. Almost all assets were created by me using **Aseprite** and **Adobe Photoshop**. Only the tileset was taken from a free source and modified by me to fit the theme.

On the **second day**, I worked on the map, the character controller and the interaction system – the basic functionalities of the game. I also created and tested player motion animation. All interaction objects are children of the same base abstract class. This allows them to be used without having to check their type *(Liskov substitution principle from SOLID)*. Items available for interaction:

- girl (aka shopkeeper),
- stairs leading back,

- arrow sign,
- exit (different outcome before and after shopping).

The **third day** was dedicated to the dialogue system. It is closely related to the items for interaction, so I developed these things in sequence. Also on this day I managed to prepare scriptable objects for the store. The logic is to replace the Sprite Library (contained in the Clothes scriptable object) when putting on clothes, using the same animation for all types of things.

The last **fourth day** was spent creating the inventory system and store. Since the architecture was planned in advance, I knew that I would have time to do everything on time. I found it important to add a bit of story to the game. Even though this is a prototype, a little history adds to the enjoyment of the process. I had some time to create cutscenes at the beginning and end for aesthetic purposes.

The development process took a total of about **80 hours**.

Everything was created from literal scratch. No assets prepared in advance. I also did not try to do more than I could, I worked at a calm pace and took my time. Of course, more and better could be done, I have ideas for improving the project, but I tried to work at the same pace that I will be involved in the workflow in the future and did not try to seem better than I am. Mostly I followed the SOLID principle, but several times I returned to the KISS (keep it simple stupid).

Personal opinion:

I like the project in terms of aesthetics/pleasure, it is **good**. From the point of view of the quality of the code, in my subjective opinion, it is **average**.