Small Town

Summary

First thing comes to my mind when I started doing the interview task is to make something similar to Little Sim World. Top down 2D cute game that players able to interact to almost every object around it. And I got excited in making shops, simple inventory systems and equipping outfits, weapons and using consumable items like foods and etc. So, I go with this but I added a little twist. I made it like a survival game – where you kill monsters, get drops, chop off trees, destroy rocks and pretty much trying to survive. I wanted to make crafting systems like simple ones where player can collect blueprint and add more dept on it. Though it is ambitious scope given limited time and I haven't been able to add everything that comes to my but I am very happy with my progress.

On the 2D art assets and UI I made them all using Photoshop – this part also gives a lot of fun while doing this project. Wish I have more time because there are tons of stuff I wanted to design and add in the game.

Game Controls
- Left Click – move around, interact with objects or NPCs and using of consumable items.
- Right Click – attack.

Simple Inventory System
- I designed and write simple inventory system to save and load player's items. When player gets an item, it will be saved on a PlayerPrefs.
- Hovering in an item shows it details.

Simple Outfit System
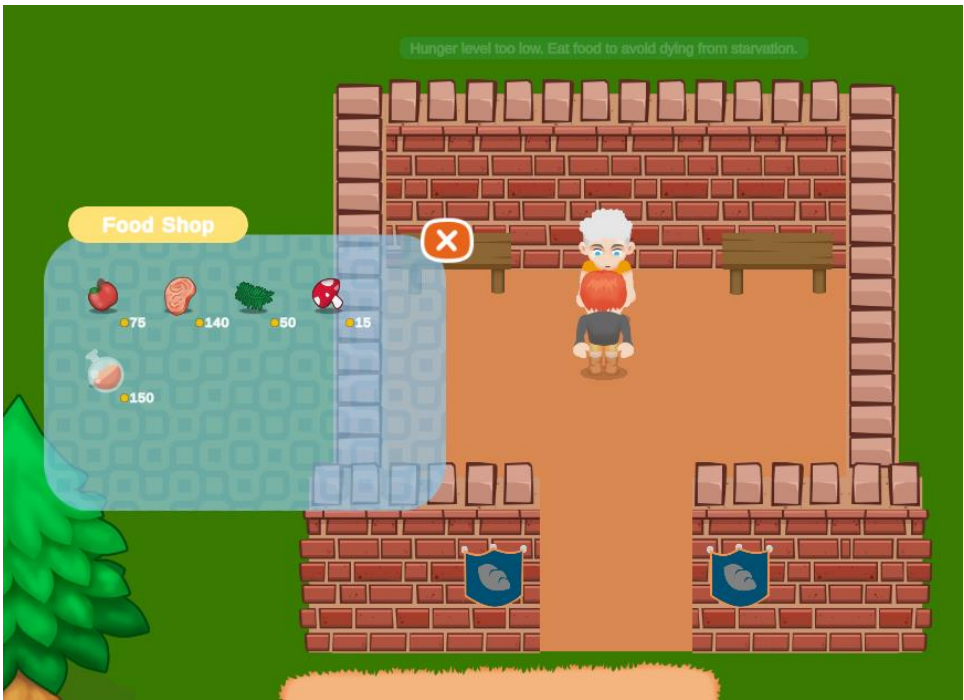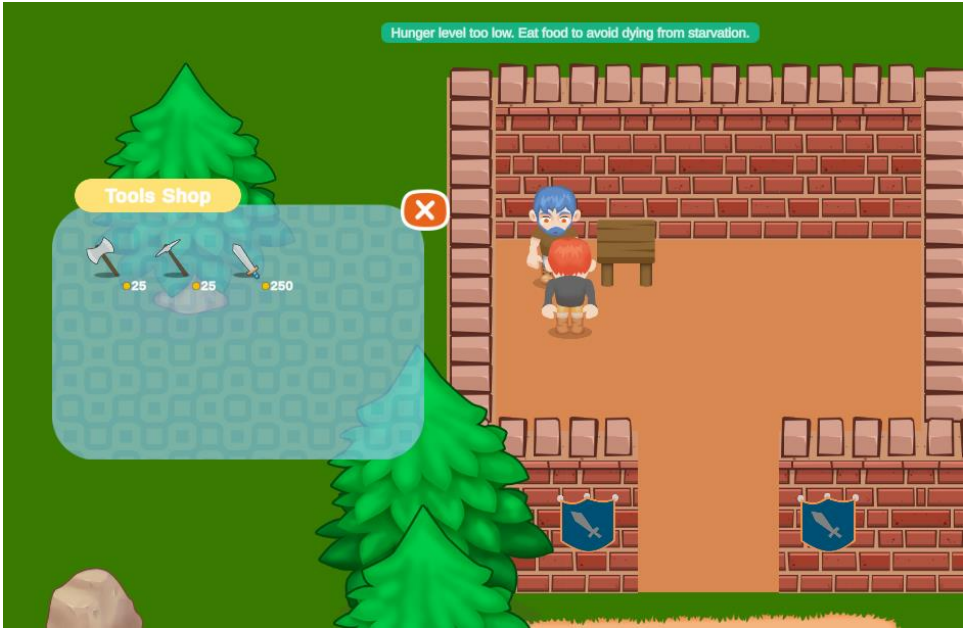- Player can buy and equip clothes.
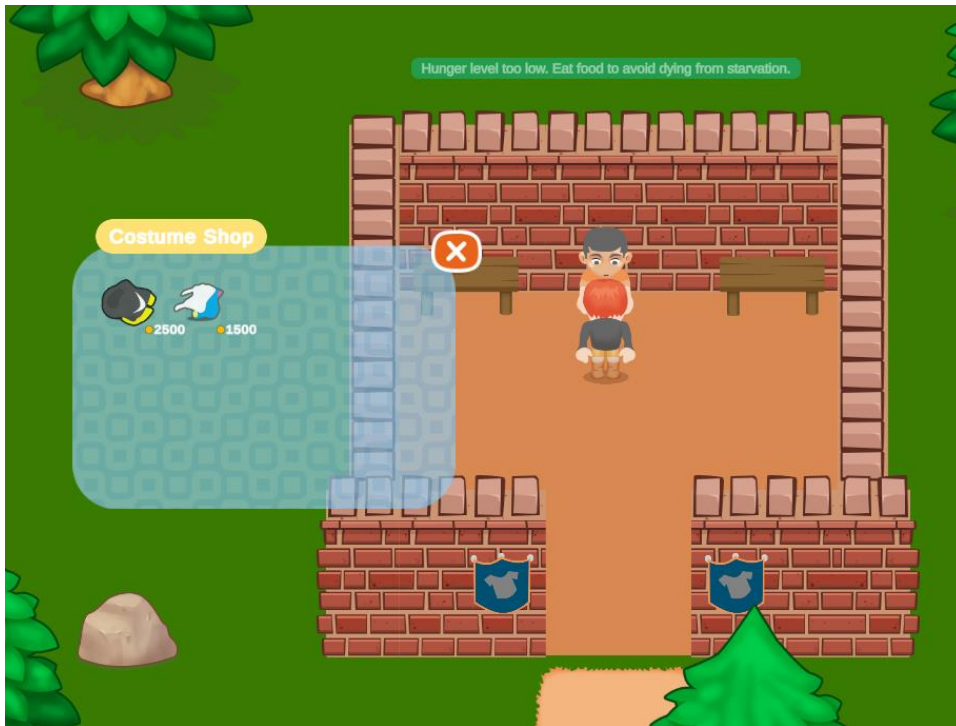
Weapon and Tools

- Basic Sword – can be used to kill monsters.
- Axe – chop off trees.
- Pick Axe – destroy rocks.

Shop Systems

- Buying items – when shop UI open clicking on an object will auto buy it if gold is enough.
- Selling items - when shop UI open clicking on an object from inventory will auto sell an item.
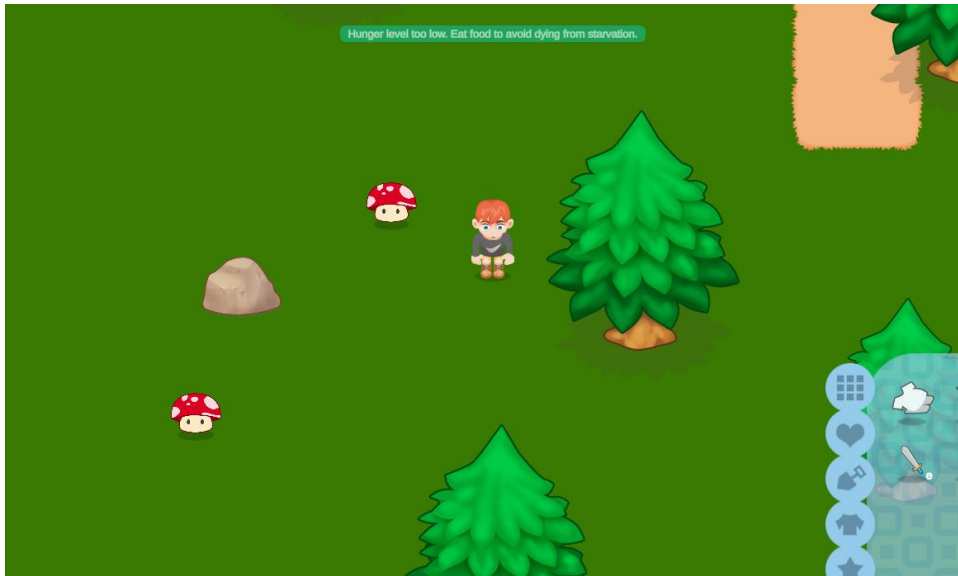- Note: There are some items that cannot be sold.

Hunger level too low. Eat food to avoid dying from starvation.

Tools Shop

🪓 ⛏️ 🗡️
●25 ●25 ●250

Hunger level too low. Eat food to avoid dying from starvation.

Food Shop

🍎 🥩 🌿 🍄
●75 ●140 ●50 ●15

🍖
●150

Item Consumable

- There are items that can do something to player when consumed for example Apple can make player less hungry.

Enemy

- Haven't had chance to make more variant but pretty happy with this cure Monsters I've made.

Simple Drop Feature

- Killing Enemy, chopping Tree and destroying Rock drop items.

Simple Pop-up System

- There is also pop-up system in game where you can see information.

Hidden Unnecessary Cheat

- Press "p" to acquire a lot of gold to test shops in case you don't want to grind gold to buy stuff.
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You can explore more when you spend time in the game. I really enjoyed doing this interview trial – it's been fun couple of days. Thank you for this opportunity. And God Bless you.