

This demo is built upon the Cainos' Pixel Art Top Down - Basic asset package (<https://cainos.itch.io/pixel-art-top-down-basic?download>). Credits are given to the original creators of each asset bundle used. Original code and assets made by me are exclusively contained in the Assets folder.

The system has 2 main managers: a GameManager that manages the Player and its global, related attributes (Inventory and Currency) and a UIManager that handles UI elements. UI elements are separated in UIScreens and UIElements. The latest are mostly GUI. To add extra screens, you can create a class that inherits from UIScreens, defining its functionality and adding it to the UIManager with its corresponding ID (enum).

The whole game is a single scene, to keep it as simple as possible. When the game starts, the GameManager moves to INIT state, and prompts the UIManager to show the main menu. Game will be locked to 1280x720 resolution at all times.



After clicking the Start Demo button, the GameManager moves to RUNNING state, and instantiates a Player in the scene. Both managers follow a singleton pattern architecture.

The Player will move using the standard WASD controllers. The space bar will allow the player to interact with the environment by casting a 2D Sphere. Only objects with the 'Interactable' tag will respond to this interaction. Vases, for example, will give coins when touched. This action will add the corresponding amount to the player wallet in the GameManager, and show a GUI element on screen to reflect the change.

The shop will allow the player to change outfits, using the coins from the vases to buy. The Player can also sell any outfit other than the default one. The shopkeeper will comment on the majority of the transactions. Outfits bought will be added to a List<string> of owned outfits. Buying an outfit automatically sets it as current, but players can also equip previously bought ones. Selling an outfit will net you half the retail price.



The amount of total coins for each playthrough varies.

Overall, I consider this project a success. Art related tasks took me a bit longer than desired but I had fun along the way, and even learned some new tricks. I also took my sweet time trying to polish some things more than I should have, but I really wanted to deliver a high quality product. I'm really sorry if there are any bugs that I missed. I really enjoyed my time doing this interview.