

# Blue Gravity Studios Interview Task

Name : Yiğit Yandaş

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E-mail : [yigityandas@gmail.com](mailto:yigityandas@gmail.com)

## Introduction

I want to start this document with my appreciation to the company's recruitment progress. Everything was so professional. In your workflow document you present your ideas about the current gaming environment and I cannot agree more. But still I never lose the passion to develop games.

Thank you for the interview progress so far. I would love to be a part of your team.

## Project Controls and Requirements

I created the project for 1920\*1080 resolution so at this resolution the project work finest.

inputs: WASD - for controlling the player.

“I” for opening the player inventory.

“K” for interacting the shop.

“Esc” to close the project.

## Interview Task

In this section I am going to summarize my work progress.

### Player

At first I started from creating a template player and shop. I decided to use pixel art for the player and inventory because I had experience in pixel art. For controlling the player I developed a “Player Controller” script. This script includes the movement inputs for the player. Also two gameobjects attached to the player to show equipped clothes.

Player also has a list with the element type of “Item”. Item's going to be explained in the next section.

Player also has an Inventory and gameobject elements of the items are shown in the inventory. Item's can be selected and equipped from the inventory.

When the player enters the shop area and user presses the key “K” , the shop screen activates the shop screen which has buy, sell and exit buttons.

## **Items**

I created a prefab named Item with a script. Items have value, clothing type and an image. This value is used to buy and sell the item. Clothing type is used for the player to equip the item in the correct area. As a prototype I used two types of clothes ; top and bottom. With this system by changing the prefabs values it is easy to implement new types of clothes. I attached an empty button to the item prefab to use that button for different functions such as buy, sell and equip the item.

## **Shop**

Shop has an inventory just like the player. I changed the function of the items due to different menus of the shop. For example at the sell section the player inventory is shown and if you click on an item the player sells the item but outside of the shop when the player clicks on the item, the player equips it.

## **Conclusion**

With this system it is easy to add new items to the player and the shop inventory. After the mechanics I added little elements such as tile map, camera - player follow for top down play and map boundaries.

I used default Gui items on Unity for menus so probably my biggest downside is GUI on this project.