System Work

Clothing Store is a simulation game based on the use of a functional clothing store. The game begins with Mary Sky, a fictional character who is in her small house in a casual outfit. To buy new clothes it is necessary to obtain money, for which the player must lead Mary Sky to collect a coin positioned next to her closet. The coin is picked up by passing over it.

The player has a default outfit and can see it in their inventory by clicking on the closet. After receiving the money, the player only needs to go north to buy new clothes at a local store. The process is very simple:

1) Click on the store to buy
2) Select clothes
3) Click purchase

To use the clothes, you have bought you just need to go back home, click on the closet and then click again on the garment of your choice. The salesperson only works a specific hour (2:00 set) every 12 hours. The clock in the upper right determines what time it is.

Thought process during the interview

I really enjoyed this interview assignment very much. It was a new experience in 2D mode and the freedom of creative thinking made the game interesting and challenging. Before writing the first line of code I took a whole afternoon to think about the game, how I should play it, its structure and what assets I would use. I also watched videos of Little Sim World and Stardew Valley on Youtube and after coding I sent some builds of the game to friends who love sim games for feedback.

How well did I do the game?

I consider that I have done well and have fulfilled the requirements demanded. Of course, you can improve by adding other details like:

1) Inventory of clothing (such as a backpack), being able to access it with a key and leaving the clothes in the closet before disposing of them
2) Sounds, particles and animations for the player and each clothes
3) Other sellers for: different prices, working hours, etc.

Third party resources:

1) Sprites: **OpenGameArt.Org** y **Unity Store**
2) Clock: Code Monkey
- https://www.youtube.com/watch?v=pbTysQw-WNs