I loved this interview task. Working on this project reminded me of my early years participating in game jams, and I think I had plenty of opportunities to express myself through this work. While I'm not very accustomed yet with the artistic side of unity of setting up animations and slicing up sprite sheets, I think I handled it pretty well considering the time constraints. The part I enjoyed the most had to be building the data structures. I tried to create them in an expandable and modular way.

The system implements Managers/Controllers that manage/control the behavior of objects. I leaned mostly towards object oriented architecture because I think it complements unity's object-heavy architecture very well. The PlayerController manages Inputs and serves as a bridge between the communications of other Managers/Controllers and the Inventory Managers. There's a manager for each clothing slot, that manages a list of scriptable objects each holding the necessary data for a clothing item. These lists are what are operated when managing clothes. There are Interactable and Dialogue Interactable abstract classes that can be used as a base to create an Interactable Object. They set base variables and functions that have shared functionality between them, and can be expanded for more complex functionality while still maintaining a pattern for communication with the player without further adjustments. The Dialogue Manager manages the UI for the dialogues, and is called by the Dialogue Interactables. Finally, there are also Managers for the Shop and Inventory UI. Additional notes: I used Scriptable Objects for dialogues, clothing data and Inventory because they give a nice modularity and the ability to create more in an easy and user-friendly manner. Everything outside of External Assets was made in the last 48 hours.