



Technical Test - Postmortem

The system enables player interaction with both the shopkeeper and a wardrobe within the game. Players can purchase clothing in the store, manage their finances, and change their appearance via the wardrobe. These functionalities are governed by a set of scripts that control player movement, animations, financial transactions, and interactions with in-game objects such as the shopkeeper and wardrobe. To efficiently implement the clothing system, scriptable objects are utilized to store clothing information and facilitate the activation of corresponding animations through the code, allowing players to visualize their selections. Collectively, these elements contribute to an immersive gaming experience, empowering players to personalize their character's appearance while effectively managing their in-game finances.

Regarding my approach to completing the test, I initiated the process by meticulously examining and comprehending the specified requirements. Subsequently, I established a Trello board to outline general tasks, each of which was further dissected into smaller, manageable subtasks. This breakdown aimed to streamline the programming and system design phases. Additionally, I dedicated time to watch tutorials, enhancing my understanding of animation trees and the shop system implementation. Progressively, I tackled tasks based on their priority, with a primary focus on finalizing the animations, given their time-intensive nature. Subsequently, I delved into programming aspects and concluded the process by implementing the necessary artwork.

Reflecting on my personal performance during the initial hours of the project, I acknowledged a certain degree of initial sluggishness. This can be attributed to my extended absence from participation in game jams, necessitating a period of readjustment to the rapid prototyping workflow. However, by the conclusion of the first day, I had successfully reestablished my working rhythm, resulting in increased productivity and the completion of essential core systems. The subsequent day was dedicated to finalizing the shop system and art implementation. The most intricate challenge I encountered revolved around comprehending the clothing unlock mechanism and its integration with the player's animation system. Regrettably, time constraints prevented me from incorporating a user interface for clothing sales, and I could solely implement the underlying logic for such transactions. Nevertheless, I am overall content with my performance, as I successfully regained my productivity pace and achieved satisfactory results.