Interview task process explanation

To begin, after reading the task explanation, I analyzed what classes I would need and what functions each one would have. I write this in a notebook because it helps me better organize my ideas.

After that I download the assets I might need like sprites for the characters, props and UI, some sounds and also I download DOTween to make simple animations for the UI. All art assets used in this task are pre-made.

Once I had all that, I created a new 2D project in Unity and the first thing I did was review how the characters I was going to use were structured to see which parts of their outfit I could change and how many parts they were separated into.

I started with the player's functions, being able to change the skin, move and interact. In order to change the skin I made a function to which you pass an item as a parameter and the item that I had previously equipped with will be changed for this new item. For interaction I select the "E" key and it is to interact with the shopkeeper and open the shop inventory.

The item class is a scriptable object that contains all the information of an item, one must be created for each item that will be used, each one must have a different ID to be able to access its information from the scripts easily, they have an enum to select which type of clothes it is and the sprites necessary to be able to place the clothes on the player character.

The Inventory class is the one that contains the main functions for the player and store inventory. The store has functions to buy and sell items. I thought of making a shopping cart so more than one item of clothing could be purchased at a time.

For the player's inventory I made functions to equip the clothes and to save the outfit that you have equipped. I also add "Equip" text to identify items that are equipped and "Sold" text for items that are no longer available in the store.

To make the UI I made a sketch of how it should look. When I was doing this I realized that I needed to make a way that the player could see himself and the clothes that he is selecting before buying or equipping them. My solution was to move the camera to the right and zoom in on the player so the clothes could be seen better.

The last thing I did was design the scene with the assets that I had downloaded to create the store and place some sounds for the UI and the player to finally test the game to fix possible bugs.

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I felt comfortable working on this task and I liked the result, even though I had never made a store for a game before, it didn't take me long to find the way to do it, although with more time I could improve the code and polish some details I think I did a good job within the time set for this task.