Documentation

During the development process for this test task, I employed my preferred Pomodoro Technique, dedicating approximately 12 hours to its completion. Despite the challenges of juggling final tasks from my current job and the recent relocation to a new city, I maintained my focus and remained undisturbed by these external factors.

To ensure a structured approach, I began by planning my time and determining the elements I could incorporate into the game. By estimating the required hours for each task, I established a realistic timeline. I then created a project in Trello, where I organized and tracked the various tasks involved in the game development process.

Before diving into the actual game development, I conducted thorough research on existing games of a similar nature. This exploration proved invaluable as it provided me with helpful references and ready-made solutions. I implemented these findings to streamline the development process, particularly in areas such as character dressing and inventory systems.

This project introduced me to a novel gaming experience. I found it intriguing and exciting to overcome challenges and devise solutions. Designing a character dressing system and implementing intuitive drag and drop mechanics for the inventory system were particularly stimulating aspects of the development process.

The game itself incorporates four main mechanics: movement, inventory management (including drag and drop functionality), character dressing, and buying items. Among these mechanics, the buying system for the salesman posed the greatest challenge, consuming the majority of my time. However, with determination and problem-solving skills, I successfully implemented an efficient and user-friendly buying mechanism.

For the visual aspect of the game, I utilized ready-to-use art assets specifically designed for this test task. This decision enabled me to focus more on the

mechanics and functionality of the game, without diverting excessive time and resources to creating original visual elements.

Overall, this test task offered a valuable and exciting experience in the realm of game development. The Pomodoro Technique, effective planning, and leveraging existing resources were key factors in achieving a successful outcome within the allocated time frame. The process of finding solutions to challenges was intellectually stimulating and further honed my skills in game mechanics, user interaction, and system design.