Interview Task

Shopkeeper Simulation

Francisco Almeida

In summary, the system is a straightforward Top-Down game where the player interacts with the world using the mouse cursor. The game features three different NPCs, including a shopkeeper who buys and sells various outfits. Depending on the player's money, they can purchase and wear different outfits by accessing their inventory.

During the development process, I first focused on creating the walking mechanics and interaction system for the player. I utilized the new Input System package to streamline player input capture. Once that was completed, I searched for assets that matched would the game's style. The user interface (UI) was constructed, and I implemented the Shopkeeper system for buying and selling outfits. Afterward, I added additional NPCs, included sound effects, and designed an Information page for the game's Main Menu.

Personally, I find this little game to be both enjoyable and engaging. I was able to add some fun details to the game during the development process. However, I admit that the code for the UI could be improved, as it currently appears a bit messy and confusing. Some components could be made more modular, and I believe incorporating Design Patterns like the Observer to check for UI events, and building a simple State Machine for the NPCs would greatly improve the quality of the code.

Overall, the game's development the development of this simple game has been rewarding, and I am pleased with the end result. I also learned a butch of new stuff regarding using Unity as a 2D engine, which is always handy. Thank you for the opportunity and hope you like it!

References/Bibliography

Code References:

https://www.youtube.com/watch?v=rycsXRO6rpI

https://docs.unity3d.com/Manual/index.html (Unity docs of course)

Sprites and Assets
https://cupnooble.itch.io/sprout-lands-asset-pack

https://gif-superretroworld.itch.io/marketplace

Audio:
https://assetstore.unity.com/packages/audio/sound-fx/free-casual-game-sfx-pack-54116

https://concernedape.bandcamp.com/album/stardew-valley-ost