

Clothes Shop

During the given 48-hour period, I was able to develop a simple slice of a 2D game. Although I had limited time due to my responsibilities with my current job, I managed to complete most of the game within a smaller period of time. It served as a good refresher of 2D concepts, as I hadn't worked on 2D in a year or so besides some 2D to AR concepts.

Unfortunately, I encountered some issues with Git LFS and my git ignore files, which prevented me from having the buying system working on time. As a result, I had to restart the git repository, losing all my commits in the process and requiring some extra work. I'm more familiar with using Plastic SCM or Perforce than Git for game dev purposes, so this experience taught me a few important lessons about using Git for Unity Projects and Git LFS.

While I'm aware of several bugs in the game, mostly related to the UI and higher resolutions or aspect ratios, these could easily be fixed with the use of correct anchoring and a canvas scaler. I realize that the scene hierarchy could also be better organized, but given the limited amount of time I had and the small scope of the task, I deemed it unnecessary.

Overall, I believe that the game I developed was a good show of my skills, and I'm grateful for the opportunity to demonstrate them. However, I feel that I could have done better if I hadn't spent as much time fixing the Git issues and saving my commits, as that was one of the requirements I wanted to keep. I feel good with what I was able to accomplish in such a short amount of time and look forward to building upon this experience in future projects.