

Interview process is really fun, I enjoyed a lot while building the game in a such short time. Not my best but I have tried to do my best to build features required in time. Whatever the result will be it doesn't matter since I have had really good time. I have not been excited like this for a long time.

This is the first time that I try to make such 2d game, so excuse me for simplicity as design and visuality.

So basicly game begins in a clothes shop. Player can move inside the shop freely with the arrow keys and/or WASD keys. Player can buy products available in the shop by clicking shop icon on the top left. Player can equip the purchased items as well from the wardrobe by clicking Wear button. There is a little cash system as well, if player wants to buy anything he should pay. If you get close to cashier or worker dialog panel will appear and they will start to talk to Player with a few words.

All features required is made with a simple approach which can be improved. I have uploaded windows exe file here and scripts only for your consideration. Since we are not able to build with unity direct executable for windows (like player build which you can run directly on the computer) I uploaded all the files I have after build for windows. Since I use macOS I am not able to test for now, but have tested on Mac it is working as expected.

So that's all for now hope I did understand the features required correctly and made the game accordingly, thank you so much for giving this opportunity to me.