Due to time constraints, I adopted a simple and functional approach for the test. I began by focusing on level design, searching online for suitable art palettes that matched the game style. Using the sprite editor, I created tilesets, sprites, characters, and NPCs to populate the world. With the tilemap editor, I painted the scene, achieving pleasing results. Next, I imported a player sprite and implemented scripts for movement using Unity's new input system. I ensured smooth player movement throughout the scene. Due to limited time, I created only one type of movement animation, assigning boolean variables as references for the player animator.

To allow the player to change clothes, I added clothing instances to the player prefab. Activating or deactivating these instances depended on the equipped item. Additionally, I created a small audio manager to handle game clips efficiently.

I also devoted significant time to designing an attractive UI for the shop. The shop code, being the most complex part, involved creating item and player classes. I defined functions to manage currency based on their attributes. Lastly, I implemented interactions with NPCs, triggering conversations between characters. By using classes and managers, I controlled the dialogue each character delivered based on their lines.