Programming Test - Daniel Santos Lopes

The system works like this:

The movement code was imported from a pre-made package (the shopkeeper, the player sprites and the scenario too). Works adding a direction with a multiplier to the rigidbody velocity every frame.

The player has his sorting layer changed if go to upstairs/downstairs. When he is in a different stair of the shopkeeper, the interaction is not possible.

The player must collect the coins to have money for buy items. Near the shopkeeper, the key to interaction is revealed and the shop turns available. On interact, the shopkeeper greets you and ask what you wanna do. In the Buying screen, if you have no money, none of the items are interactable - and just turn available the items with the price equal or lower than your coins amount. You need to select just one item and click on the "Buy" button to purchase it. When you do this, on the Selling screen, the item you bought becomes available. To sell, the process is similar. There are two GameObjects for the hats that are enabled/disabled if you buy/sell that. To exit from the Buy/Sell screen, press "E" again.

The player has his sorting layer changed if go to upstairs/downstairs. When in a different stair of the shopkeeper, the interaction is not possible.The code to make this sorting layer change was imported too.

Actually, the shopkeeper was the player of the package - but I thought it wouldn't very well for change the appearance, so I catch other 2D character from another package.

Actually I had just seventeen hours to make this, because of my **current** regular job (as React-Native Developer - that takes much time from me). So, unfortunately I couldn't do my best job. Still has one or two bugs, but overall it works.

Thanks for the new opportunity. I would be very grateful if I could participate in your project. Thanks so much one more time