My test insight

About the game system:

The game system works mostly with Lists, both clothes and weapons have its list. The shop and the player have their list of items, any item that has the player is for selling and the rest of them are for buying, if the player buys an item, then he can sell back to the shop. There are also side systems like the combat or interaction system.

About the game flow:

At the beginning of the game, you have only a wooden sword that does no real damage. So, if you want to beat the enemy that is in the next zone, you must get a better weapon. You can find a shop upstairs, but you have no money. To get money, you can open chests by getting near to them and collecting the money. Once you have all the money needed (a little bit more actually), you can equip yourself in the inventory and now fight the enemy. If for any reason you get too low health, you can heal yourself by getting close to the little waterfalls that are in the game.

Controls:

WASD-> Movement.
Space-> Attack.
Escape-> Open inventory.
Mouse-> Click the buttons.

Project-coding Structure:

Regarding the code, I followed the View-Controller structure, which implements view for all of the editor and view of the class, and controller for the logic of the class, connected by interfaces to expose their important methods. This way, the code not only follows the SOLID principles but also is really easy to implement unit tests. I did not implement it in the project because of the nature of the test, but it would be simple to implement. I love to work with this structure since it is error-proof and very comfortable to work with.

Assets in the project:

The assets that you can find in the game are mostly for free, there is and UI asset that I have bought a while ago.