After receiving the test, my first action was to do some research on the reference games, mainly Little Sim World, followed by the definition of the tasks. I set up Github, created the Unity project, did an analysis of the provided assets and searched for additional resources, based on the needs that arose after the tasks definition.

I started planning the game's systems and reached my biggest difficulty: how to set up the character to have custom outfits. Most free assets I could find were planned to RPG Maker, and since I wanted the character to have top and down animations, assets such as the provided 'Mighty Heroes' were not useful to me, so I came up with a way to organize the character hierarchy that was compatible with animations and applying the costumes as well.

Most of the coding was relatively straightforward. My objective was to have all systems as decoupled and independent as possible, focusing on an easy readability and understanding of the systems, as well as decreasing the chances of bugs and increasing the ease of fixing them. For that, I made use of inheritance, a bit of polymorphism and a heavy use of delegates. Every system in the game work independently of each other. With the exception of scripts such as the CanvasManager, it's possible to delete almost any main script of the game without affecting the functioning of the others.

Overall I believe I did a good job. Even though I was unable to implement details such as an outline to the shop (due to the sprite sheets I picked) when it's interactable, I was able to implement all required features in a clean and organized way, encountered basically no bugs, and kept the project organized during the whole development. In my opinion, this project is a good demonstration of the quality work I believe I can deliver.