LSW Programming Interview

- **Initial game design (What I had in mind):-**
  - I have played different sim-like games and Stardew Valley. I figured that the best design would include:-
    - Small city that the player can walk around.
    - Small shop in the map which the player can go inside.
    - ShopKeeper would move randomly within a specified area.
    - When talking to Shopkeeper, They'll look at the player and shop UI will show up.
    - Shop UI will include:-
      - Items that ShopKeeper sells.
      - Player inventory.
      - Player gold.
      - Shopkeeper Mugshot and text.
    - Functionality includes:-
      - Buying and equipping new clothes.
      - Selling items from inventory.
      - Players cannot sell their equipped outfit pieces.
      - Player cannot buy items that cost more than gold they have.
- **Obstacles:-**
  - Finding good spritesheets. Eventually I had to grab one from asset store.
  - I am not perfect with animating (clothes don't look perfect on the character).
  - It took me an entire day to prepare the animations for the player.
  - I couldn't find Tilesets to use for a city or a shop.
- **What I created:-**
  - I managed to get most of the design sheet done.
  - Working functionality:-
    - Players are able to buy/sell/equip new outfits.
    - Players are able to equip clothes from their inventory.
    - ShopKeeper walks in specified waypoints
    - Players need to get close to ShopKeeper to be able to talk to them
    - Players cannot sell their equipped outfit pieces.

    - Players cannot buy items that cost more than gold they have.

- **How does the game work?:-**
  - Walk around using arrow keys or WASD.
  - Clicking any item from inventory equips it.
  - Walk closer to ShopKeeper and press T to talk to them.
  - Clicking any item from Shop UI buys and equips them.
  - Clicking any item from Shop UI inventory sells them.
- **Future Imporvements:-**
  - Save/Load system to keep track of purchased items using PlayerPrefs.
  - Improve the animations.
  - Add Hair options to the character.
  - Add Accessories options to the shop.
  - Refactor the code:-
    - I considered using DI (Dependency Injection) ex; IInputHandler..to make the code Unit Testable.

Overall I think I have managed to get 75-80% of what I have planned done. So, I hope you really like it!
Looking forward to hearing from you!