

So with 48 hours to do it and many things I had never done before my first task during the interview project was to search for some tutorials to help me along the way, as I usually do, in my last job I was known as the person to go for complicated code because they knew I could always find something and at the very least jury-rig it for what we needed.

So I used a few youtube tutorials to help me here, more specifically these 4:

<https://youtu.be/2WnAOV7nHW0?si=qQlyJ-lxLF8jp-Cg>

<https://youtu.be/vY0Sk93YUhA?si=BJBugmsHw9kCEP-9>

<https://youtu.be/SjRCLN0t0Ww?si=O9c6TwkBX4bFlyju>

<https://youtu.be/whzomFgjT50?si=n4aRJDP0cNMCRtg>

And mix them all together for what I needed, in the end the system consists of a simple character controller that handles all movement and animation and creates the inventory component.

This was my first time using a paper doll and I think the final way I handled the animations is probably not the most optimal but with the time I had I decided to use what seemed the quickest to me.

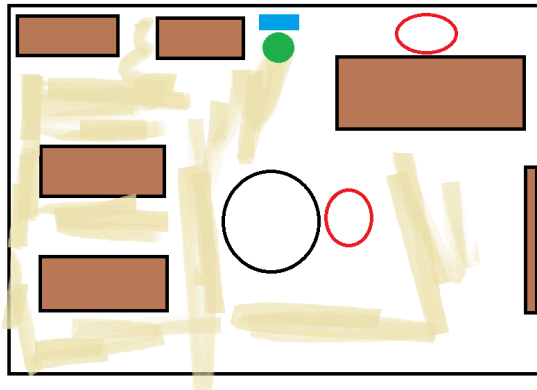
The inventory then gets populated logically in its creation with 2 items to start, so that the player has something to sell and these items get instantiated visually on the UI_Inventory gameobject using the ItemSlotTemplate prefab. Where it uses the Items class to get the proper sprite and price. I decided for time reasons to leave all amounts at 1 and not concern myself with item stacking.

There is also the Button_UI component that handles all buttons inside the inventory and their behavior.

All the dialogue is handled using the Ink plugin which I had never used before and learned as I developed this.

One small issue I was not able to fix is the mouse behaving oddly in the buy menu, not sure if its a raycast or resolution problem but the mouse seems to not be aiming correctly at the buttons.

Aside from technical aspects my demo was inspired by the likes of Stardew Valley, Recettear and more specifically the Able Sister's store on the animal crossing series.



Which is what inspired this little map, 2 NPCs and a main area where you can see the clothes, that last part is present in the demo. In the top area I was planning to hide a chest with money behind a plant but couldn't find enough time to do it.

For this I ended up using a few asset packs I had saved.

So in conclusion this was a nice and interesting challenge, as for my personal assessment I think I did well enough with the time I had considering there were a few things I had never used before.

Maybe a little bit over relying on tutorials too much but to be honest that is how I usually do things, I rather see if someone already has a good implementation of what I'm planning to do, especially when short on time.

But to be fair that can lead to a bit of a messy code, especially now towards the end where I was in a bit of a hurry and jury-rigged a couple of things that could be way more efficient, but I took advantage of the fact that it is a single simple scene.