

Clothes Shop Test Report

This test timing was not the best for me, because I had a deadline on another project soon to come that took my priorities somewhere.

But with it gone, I started by searching 2d top down assets that I could use, took me more time than I had foreseen, but finally, I got some good pokemon stile tilemaps to use, I used the tilemap system from unity to paint both scenes and to build the collider system as soon as easy as possible, I only worked on the test for 5 hours on day one, doing the scenes background set up, it's colliders, the player movement and animation, and the entering into the shop.

My Idea was to build some kind of interaction on the first scene for the player to be able to make some money, I thought about putting some grass for him to cut, but I did not have enough time to implement it.

On the second day, I had fewer time to work, and did the 2d work on the clothes sprites, clothes animations and NPC interactions.

On the third day, I did not sleep to make the inventory, and even so, I choose to do it using arrays for memory optimization purposes, did not turn out great, so I asked to the recruiter to deliver it on Monday, so I could work on it over the weekend and focused on my job (that really needed me).

By Sunday I got to the test again and refactored some code from de inventory and fixed some bugs from animations, collisions and interactions.

If I had more time, I would like to refactor some of the clothes equipment and shopping code, to make it more scalable, the way it is, it actually take some time to add new things to it, it would be my next step.

Hope you guys enjoy my work as much as I enjoyed working on it.

Hope to hear from you soon,

Best Regards,

Gabriel Carvalho.

16/01/2023