IVO HENRIQUES_BGS TASK

How the system works:

Inside a clothes shop you control a player character capable of walking around, opening your inventory with the "I" key and interact with the shopkeeper by standing infront of him close enough and pressing the "F" key.

The shopkeeper allows you to sell your items (of which you have 15 random consumables to increase your coin total at the start) and buy items available in his shop.

Thoughts and personal assessment:

When I first read the task, I thought it would be simple given the instructions and time given only to be met with the realization something as trivial as a shop system in a game actually has a lot of tricky programming behind it.

Overall I think my project, despite incomplete feature wise, had its complete features well polished and tested and it shows a good understanding when it comes to design and artstyle shown in the sprites used and the UI created.

Unfortunately I was not able to create the equip system for the player character due to time constricts and outside factors that hindered my progress such as a delay in finding enough sprites that matched the same artstyle together and constant internet/PC problems due to a storm that occurred throughout the 48-hour period. I decided to focus on polishing everything else to deliver something with quality over quantity, which I believe shows my skills are at a good level when it comes to a junior programmer, and did not feel the need to ask for an extension as I believe it was important to stick to the original deadline.

I welcome the opportunity to discuss more about the project to give you a better insight over my thought process and what I would do to implement the missing features.