

Interview task documentation (Programmer Interview)

Candidate: Juan Pablo Guzman Vargas

Date: 7/13/23

Overview:

The objective of this prototype was to combine elements from popular simulation games like "The Sims" and "Stardew Valley." and create a functional shop where the player can interact with a shopkeeper, purchase clothes and sell items, and also equip already owned outfits on the character that the player is controlling.

Challenges and Game Design:

The game features a top-down view, similar to Stardew Valley, providing players with a clear perspective of the game world. The player character needs to be capable of walking and interacting with elements, such as the shopkeeper in order to open the store menu. This means that the store needs to have a layout that lets the player move around without blocking his view of the player character and make use of collision and layers to not break the illusion of perspective.

The main focus is on the clothes shop, where players can browse, sell items and purchase different outfits. The shopkeeper interaction allows players to view items, prices, and make buying decisions. Purchased outfits can be equipped, and the character's appearance will update accordingly.

This means that the developer will need to find ways to implement multiple customizations that can adapt to the player character's animations while trying to keep the amount of resources used to a minimum. ***(A bad practice could be: making multiple sprite sheets that use different versions of the same character with different clothes instead of making the clothes interchangeable between a single animated character that acts as a base.)***

User Interface (UI):

The UI should be designed to provide a seamless and intuitive experience for players. For this purpose, a money indicator should be included so the player can keep track of what can be purchased and aid in purchasing decisions. The UI also displays item icons, prices and buttons to browse the store with just a click of the mouse.

Art Assets:

For this prototype, a mix of pre-made art assets, personal modification of these assets and original creations is utilized. The character sprites, shop environment, and outfit icons are designed to look similar to one of the games mentioned as reference (Stardew Valley).

Code Implementation:

The code for this prototype is organized into folders and is also separated into different classes for each function for easier readability. All code was implemented using the IDE and code editor: Visual Studio 2019. Also the code has been commented to make it easier to read and understand.

Personal Assessment:

Developing this prototype was an enjoyable and challenging experience. It allowed me to showcase some of my skills. I made conscious decisions regarding the art style, UI layout, and code organization to ensure a cohesive and polished experience. But I will be honest in saying that I made a few mistakes too. My main flaw was not accounting for the time I had, leading to not including everything I wished to.

During the interview, I focused on being as efficient as possible with my current skills. However, there were a few areas where I faced minor challenges, such as working with the shop interface and making it work and look the way I wanted to. Overall, I am satisfied with my performance and believe that this prototype demonstrates my ability and passion to create engaging and functional game mechanics within a given scope, but if I had another chance I would definitely aim to use my time more efficiently in order to provide a product of a better quality.