Blue Gravity Studios Interview Task

For this task, I started by watching some videos of "The Sims" and "Stardew Valley" to familiarize myself with the references of shops given. I spent some time looking in the Unity asset store for some assets that could be interesting and fitting for the task, but I found very little that satisfied me without requiring a hefty purchase.

That allowed me to think a bit differently about how I could make a store that felt and played nice while using the assets provided in the document. So I decided to approach the task by creating a shop that references people's usual experience at the store, so I divided my shop into three: in one space, one could find the armours; in another, you can find hoods, and lastly, a chest that contained facemasks, after that I added a spot where you could return the items if you had decided you didn't want them. Later, I incorporated the changing room to make this "sinister" shop.

Since most of the assets were tailored more towards uses in a dungeon, I embraced the idea and made the changing room a pentagram that sets you a flame to change your clothes; I added the payment functionally directly in the action of changing, as I felt I had already added too many steps to the experience and this one was unnecessary.

 Overall, I do believe there are more things I would like to tweak and improve, including more interactions with the shopkeeper and even the possibility of shoplifting or attempting to. However, as a quick prototype, I believe it serves its purpose; this approach allowed me to use several aspects of Unity and C# so everything would work efficiently and create a base of something easily expandable.

Thank you for the opportunity
Joaquin Telleria