

To play the game use W,A,S,D to Move, Mouse to interact in the menus and E to interact with the crates to open the Menus.

Use the Work crate to make money and the Inventory crate to Buy and Equip the items.

I made all the game in 6 hours because I had some issues in real life that delay my start to work in this project and didn't want to lose the deadline of 48 hours, I made my best to have all the asked functionality in the game, I needed to cut a lot of things I'd like to do like add sounds in the game or make a sprite for the store and workstation.

The propose of the Task is very cool, and i liked a lot of make the paper doll test system to attend the propose of make the cosmetics follow the main animation, I think would be more difficult to do this, but I made in 30 minutes, this was a challenge, but I enjoyed.

I made the movement in grids using the global space forcing the player walk always 1unit by time and using the Physics2D.OverlapCircle to check if the player would collide in something, the blend tree of animation follows the horizontal and vertical movement of input and work well.

All the canvas objects have an anchor point to make the UI responsive to other resolutions.

Thanks for the attention and i hope you enjoy the game i made.