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Interview Task Documentation

Game System:

To interact with the shop, walk in front of the table and press SPACE. You can press the shop items on top to buy. Once you buy a shop item, it will reflect on your inventory at the bottom and your coins will be subtracted accordingly. You can press the icon on your inventory to equip/unequip the clothing. You can stack clothes of differing types. Pressing button on the top right of the item will sell the item and give it back to the vendor at a lower price. You can only wear and remove clothes in the shop UI.

Thought Process:

First, I read through the instructions thoroughly. I then excitedly started setting up right away, noting the key mechanics in the process. I then set up the proper Unity version and Git repository. I started developing the environment first and looking for suitable assets to use. I used a tilemap to map out the ground and the objects in the scene. After, I set up the movement and animations of the player. I then set up the Shop Dialogue and System. The bulk of my time was setting up the functionality of the shop and inventory UI (Buying, Selling, Adding, Wearing, etc.). I then aimed to improve game feel with camera movements, additional displays, and dynamic sorting layers. I improved the equipping by changing animation sprites, rather than putting the clothes on top of the player which looked off. I after some final testing, I double checked my code for unused and unoptimized lines.

Personal Assessment:

I think I performed good, tackling the required features and adding touches to the game that make it more fluid and complete. I stayed calm and determined when facing problems and eventually figured a solution.