System Explanation and Thought Process:

For the interview task, I developed a 2D prototype named "Merciless Bounty," an action game with a top-down view reminiscent of 'The Sims' and 'Stardew Valley.' The game features a clothes shop where the player can interact with a shopkeeper, buy items, equip purchased outfits that are visible on the character and gather resources by eliminating enemies.

- **Understanding Requirements:** I reviewed the task requirements and made sure that the game was designed in 2D, with a focus on shop interactions, item management, and character customization.
- **Planning and Design:** I designed a modular architecture to allow easy expansion and maintenance. The game's environment was inspired by a medieval mercenary setting, with a cartoon art style using line art. All of this and more of my design process and ideas are specified in my Game Design Document and commits descriptions attached in the GitHub Repository.
- **Implementation:**
    - Player Movement and Interaction: Implemented 8-directional movement and collision detection using tile map order. The player can walk around and interact with the shopkeeper and enemies.
    - Shopkeeper Interaction: Developed a really simple interaction event where the player can only interact with the “Shopkeeper” when in a safe zone. Doesn’t have a complex dialogue system at all due to lack of resources such as time.
    - Buying/Selling Items: Created a store system that displays item icons and prices. Players can buy items that are added to their inventory for them to be equipped on their character. The selling part was discarded late in the development of this prototype due to lack of resources such as time.
    - Equipping Outfits: Implemented an inventory system for equipping purchased outfits, which are visually represented on the character. Different items provide various benefits.
    - UI Design: Designed a clear and functional UI, including HUD elements. Used both pre-made and custom art assets (Mostly pre-made).
    - Testing and Debugging: Conducted extensive playtesting to identify and fix bugs, ensuring a smooth and enjoyable player experience.

Thought Process During the Interview:

Throughout the interview, I aimed to showcase my technical skills and creative problem-solving abilities. I focused on demonstrating a thorough understanding of Unity and game design principles, ensuring clear communication of my ideas and progress.

Personal Assessment of Performance:

Reflecting on my performance, I believe I effectively demonstrated my ability to design and implement a functional and engaging game prototype in Unity. Some areas I could enhance is the speed at which I navigate new challenges and the user interface development, which both can be improved through continuous learning and practice. Overall, I am satisfied with my performance and eager to further develop my skills and contribute to your team.