

Quick guide:

Move: W,A,S,D

Interact: E

Inventory: I

Hi im Leandro and this is a quick review of my task, first i'll start whit player controller, and the constrains in movement, after that begin the process of inventory management creating the inventory system to allow player acces to the inventory, after that begin the process of creation the shop, it is created whit two boxcollider 2d, on trigger other no, whit this i'm able create more than one shop in the future and others kinds of interations.

In the shop system i'll create all the necesary items to Exchange a skin button on the inventory and the shop. When i finish whit the system i'll start the process to Exchange the test sprites for the real skins, and construct the background using external assets and complete the prototype

All scripts was created for the interview and was created whit external assets, this could be usefull to create more interactons but still have a bug whit the inventory that i could not solve for time, still all the Project was created whit the same idea, to allow artist focus on the visual, and whit all unity projects i try to solve the players interations, still a listo f things that i like to add, like music sfx, more animations and more UI for the player, this is the most simple result for the task.