

This document is to explain my thought processes on my interview for the LSW team

What I did first is add some simple horizontal and vertical movement to the character so he can move and reach the vendor (on the top left of the map). After that I started working on a way to interact between the player and the vendor and this inventory of our character.

Then I started working a way to add and remove items from the inventory, midway I got the feeling that my approach about the inventory was too clunky so I decided to redo the inventory and the shop.

Now I will do a brief explanation on how the system works. I made four item classes that inherits from a single item script, that helped me have a single item list in the inventory as well as in the shop and easier to manage everything from there.

After that I was able to link the UI to the inventory and shop to add, remove and display the items list. Every time a transaction is done between the player and the shopkeeper the UI updates to give accurate information on how much money you have, how many items we have and how each item costs. You also can filter the shop and inventory by armour type. For that I inserted a second list called "showedList" apart from the original list that contains all the items.

Now for my personal opinion I think this interview was a really good test for me to show what I can do and hopefully I am what you are looking for in my team. I think I did pretty well on this project, I have a solid thought process that ended up in a really good performing demo.

To finish I just like to say that I'm grateful that I got this opportunity and I hope to hear from you soon.