

LSW Interview Task

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First of all, I'd like to mention that I watched a couple of YouTube videos about the game and I'm really interested in working with you all, and think that I can benefit the team in many sorts.

- **Design:**
I had already purchased SunnySide World from itch.io for TopDown assets to be used in my demo task, and edited it a bit to add Up and Down animations (may not be that good).
- **Tile set:**
I used the SunnySide tile set to make the map which is not perfect but had the needed elements.
- **Movement:**
As movement is different in TopDown games I watched a tutorial on that by Brackeys on YouTube for the animation blending.
- **The outfit shop:**
The shop is opened when the player triggers the shopkeeper (be inside the trigger area) and pressing the "E" key.
I added a character to be interacted with that has a shop of 6 variants of the original outfit. I first didn't think of how I'll change the outfit of the player but when I did, I found out that I couldn't change the outfit of the static character I had. So, I went with a quick fix to be able to change the owned outfits by giving the player an outfit sprite that gets changed. Rather than doing it all from the beginning.
Also, the shop works by having a default outfit that can't be sold and if the bought outfit is sold while equipped the shop won't allow it until the user change to another outfit first.
You can buy and sell the owned outfits for 100\$ but not sell the default one.

Well in the development/programming part I think I did good, however in the design aspect of the game I think I need to learn more and would like to get to work with developers/artists to further expand my knowledge in game design.

I enjoyed working on this task, I didn't think of it as a test but of a fun experience.