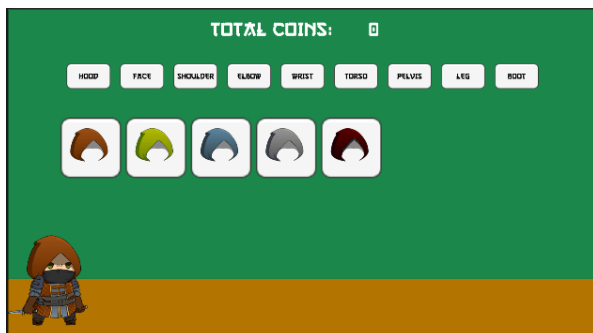


Explaining the system

- AudioManager: Responsible for play the main theme and sfx.
- CameraFollow: script that makes the camera follow the character
- CharacterOutfit: changes the outfit from the character.
- Item: item configuration.
- PlayerController: controls character movement, animation and interaction with the seller to open the shop.
- Shop: script responsible for buy, sell and equip logic.

Your thought process during the interview

- Started choosing and looking at the structure of the character from the Asset Mighty Heroes (Rogue) 2D Fantasy Characters Pack, to decide my approach on how to create the shopkeeper interaction.
- Searched the term CLOTHES on GameUIDatabase to search for references on how my UI will look like (Structure, Mechanics and Style)
- Choose this one:
<https://www.gameuidatabase.com/uploads/Big-Brain-Academy-Brain-vs-Brain06012022-102517-37082.jpg>
- Started to organize the meta structure of the UI on the project. Created a Canvas and imported the image as a reference.
- Started to scratch some pseudo code structure to change just the hood of the character.
- Started to add more details to the UI using the Ninja body parts.
- Started to write the Shop code just to change the hood. Tested and realized that some items were in pairs like boots. Changed the code so it works for body parts with one and two pieces.
- Started improve the UI (Style)



- Added character controller
- Testing character movement and rotation
- Inserted a background on the scene.
- Created the script to make the camera follow the character.
- Clamped the character movement inside the background area.
- Finished the logic to open the ShopUI.
- Added audios and UI animations.
- Made the build on WebGL and uploaded on itch.io.

Personal assessment of your performance

- I believe that my project was satisfactory. With the requested mechanics implemented.
- To improve could add some particles when items are equipped. Add AI enemies to attack the player.
- Enemies could drop coins that would be used to buy new equipment.