

### Systems:

The systems are quite straightforward, the most important ones are separated into these:

- 1) Town Controller: The main scene controller, all mayor controllers are centralized here.
- 2) Shop Controller: Handles Purchasing and Selling items.
- 3) Character Customization Controller: Handles equipping items and customizing the player.
- 4) Character View system: A base class for every possible character in the game (E.g.: The player and the NPCs).
- 5) ItemsHandler: A small system used to handle and store all the items in the game. Items are easily created, configured and expandable since they are ScriptableObjects (all items are BodyParts, but more part types can be created if needed).

### Personal assessment:

The creation of this prototype went smoothly. Since this isn't the first time doing this test, most of how the systems work were fresh in my mind. The development process was steady and modular, making sure to not to create any spaghetti code. So much so that I was able to complete the task in less than 48h as specified.

The previous interview task was something I felt proud of, and this one even more so. With just these 6 months since the first task I was able to foresee and avoid issues I got stuck on before and saved an immense amount of time. I was able to reuse a lot of code and systems that make the whole project much clearer. To create these systems properly with good coding conventions and expandability is no easy task considering the time pressure, so I am proud of how smoothly things went in record time. The art sources given, although great for the task, still provided a challenge due to the differences in size but visualization, but not something noteworthy. All in all, I believe the end result speaks for itself.