

I used DOTween for UI animation, UI Effects from Mob-Sakai for some UI effects and Odin Inspector for Debug Purposes.

Systems

The system is based on scriptable objects. You have the option to create an Object and populate it with key details of items like their names, descriptions, prices, and icons. Once you equip an item by clicking on it, it smoothly fits into its rightful place, triggering the character animations that seamlessly changes along with the change in equipment. This project's design supports expanding the player's wearable items in both quantity and variety. It features an inventory system, a store with a money system that checks if the player has enough money or available inventory slots for the purchase. Additionally, the prototype includes clothes swapping. The game mechanics include straightforward top-down movement reminiscent of games like Stardew Valley, complemented by a level built using a tilemap. The Y Sort function effectively organizes on-screen sprites based on their Y positions, enhancing visual organization and clarity.

Aesthetics

I utilized the Asset Pack recommended on the interview page, aiming to create something akin to Stardew Valley using the provided assets. With improved assets, I could achieve a more captivating outcome, enabling features such as changing clothing colors and efficiently organizing the scriptable objects.

Conclusion

I divided my time between concluding my previous contract with Estante Mágica and developing this test. I believe I could have achieved a much better result if I had focused solely on the test. However, during the development period, I also had to complete the closure of my previous work contract.

I could have improved the game camera, the usability and functions of the inventory system and the store. It would also have been worthwhile to enhance the overall user experience in the interfaces, concluding by adding some VFX and SFX.