

Nicolas Pereira Risso Vieira - Review of Interview Process

I designed a game inspired by Super Market Simulator, tailored to a 2D environment, which aligns well with the theme. The gameplay revolves around purchasing items from the main shop (marked with a gold coin sign), restocking individual clothing storages, and waiting for NPCs to visit and buy these products. This cycle forms the core loop of the game.

Initially, I aimed to blend elements of The Sims retail experience with the vibe of Supermarket Simulator, incorporating Stardew Valley's graphics and style. I'm particularly pleased with my performance during this interview. I managed most of the coding independently, consulting online resources minimally, which is typical. My application of OOP principles, especially in utilizing interfaces, structuring the code, and integrating an event system, significantly enhanced clarity and performance.

I strived to include only essential comments in the code, avoiding the obvious while elaborating on my logic. Although constrained by a tight schedule, which slightly impacted the code's quality, I am satisfied with the outcome. The quick coding needed for this project within a two-day deadline did not hinder the functionality, and I'm proud of incorporating numerous clean coding techniques and effective patterns.

I'm also keen on continuous learning and improving my methods. One area for potential enhancement is the player's animation technique, which currently involves simultaneously animating all clothing and managing visibility through code based on usage. I believe there might be a more efficient approach to this aspect, and I am open to exploring better solutions.

All code was developed exclusively during the interview period. Any components not authored by me are duly credited in the README file on GitHub.