

I designed this prototype of a clothes shop within a simulation game based on a buyer's perspective. The game features a top-down view, allowing the player to buy clothes. The player is capable of walking around the game world, and buy different clothing items.

The first step in the process was designing the game scene in Unity, using assets from the asset store and some old assets. Next, I focused on coding the player movement and the clothes buying part. To buy clothes, the player simply presses on the item they want to purchase, which then triggers the buying UI. After the player has bought an item, their money decreases, and the number of clothes they own increases.

I believe this prototype was a fair assessment of my skills, although I could have made it better if I had more time. The task was assigned during the weekend, which was not favorable for me, but I was able to complete it to the best of my abilities.

During the interview process, my thought process focused on designing a functional game that meets the requirements specified in the task. I used pre-made assets to save time and focused on the game mechanics and interactions. I brainstormed the idea of using a simple buying mechanism that would allow the player to click on the item they want to purchase, which I believe made the game more user-friendly.

In retrospect, I feel that I could have improved the UI and added more features to the game to make it more engaging. However, I am confident that my skills and thought process during this task demonstrate my ability to create functional games in Unity. I hope that my work is enough to be considered for a position on your team, and I look forward to the opportunity to contribute to your projects.