August 25th, 2022

Blue Vision Studios


Blue Vision Studios,

Hey Andy, my name is Julian.

I would like to thank you for taking the time to read this and review my application to your studio. I had a good time formulating this shop system despite the situation I was in. Although I didn't get to work on the game for as long as I had hoped to, I completed the core functionality. (I had mentioned to Acmonor#4868 on discord that I would be away/busy for a long duration of my submission time frame) I had never created a clothing shop system before so the first thing I did out of instinct was, create an inventory system. I thought that this would be a good approach to something like this, but as I moved onto the task of the shop, things slowly changed. Basically the way this system works is I have 2 different inventories, each filled with the same item class type with an enum differentiating the different body part sprites. A simple bool flip in the backend is what determines what items can be purchased from the merchant and what items can be sold back to the merchant. This ran me into some problems in the later stages of the build. Overall, I feel that I did OK in this display of my skill. If I were to redo this task, I would do something along the lines of creating some sort of inventory event listener, coupled with actions to watch for changes in the inventory/shop. This and adding some more feedback for the player when equipping/selling/buying clothing to better immerse the player in the game would make for great additions to my code.

Lastly, I would like to mention that not a single script was pre written nor were any of the animations or tile-maps. The character sprite and tile sheets were something I found in my unity registry.


Thank you for this opportunity,

Julian