

Provide a 300-word document explaining the system, your thought process during the interview, and a personal assessment of your performance. Attach this document as a PDF on GitHub.

The system created is called Sivaris. It is a top-down mini-game where you can explore a small world, gather gold, and purchase weapons.

During the task, I developed all the systems from the ground up. There is a store system that allows the creation of different Npcs selling different items. The player can choose a sword, preview it, and eventually purchase it. I did not implement a selling or equipment system due to time restraints. I chose to create a more complete game experience than adding the selling system.

I started ideating the game world that I would deliver for this task. So first I created the map with the goals in mind. Then I created the Shop system and a simple inventory system for the user. Finally, I created a simple dialogue system to give feedback to the player and guide him through the game. My main purpose was to maintain a clean and easily extensible code. I believe that during these 48 hrs that was mostly accomplished.

As a self-evaluation, I think I got a bit carried away by the 'creative' open-ended aspect of the task. I could have used more time creating a more sophisticated shop/inventory system, but the idea of an aesthetically pleasing and consistent game world took more time than I had available. However, I feel happy about the result given the limited time.

If I could fix three things, they would be the error in the SpriteAtlas that messed up the sword sprites. It can be seen in the shop preview UI. Another thing would be a better feedback system for unlock events. A simple sound and a small transparent +n UI element. Lastly, the abuse of singleton/static classes. Now that the project is small and simple, they are useful, but eventually, just one open door can be the fall of Constantinople.

If I could add one simple thing, it would be the inventory UI system to choose the sword you want to carry. I think the user needs it.

Final note: The player can hold M + K down to gain money without going through the complete map.