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 his sword, preview it, and eventually purchase it. I did not implement a selling system for 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 just one thing, it would be the error in the SpriteAtlas that made the sword sprites less precise. It can be seen in the shop preview UI.

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

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