

LSW Interview Task

Process

The player can use the 'arrow' keys to navigate the world. When the player approaches the shop entrance, a UI pops up showing the buyable items. If the player chooses to buy an item, it subtracts the item's cost from the player's current amount of coins and automatically equips the player the item.

Opinion

I was pretty busy. My fault for asking to take the test early when I had to do a lot of other stuff. I spent only 2-3 hours on developing this very simple game. I know I could do a lot better but I didn't want to go past the deadline.