

Hi Team,

I hope you enjoy my technical test. I must confess I did a poor job of time management on this one, due to some other obligations I had I wasn't able to start working on this until the day after I received it, and I also had some other work to do that day so was a lot of coming and going. But of course, there is no way for you to confirm that so I don't mind if you hold it against me. I also spent more time than necessary finding a good art pack and making everything look niceish, as I underestimated the time I'd have available to work on the shopping system.

Sadly, due to the reasons above the actual shopping system isn't finished. I have the UI for the shop and the inventory system that will support the shopping module up and running (mostly, didn't implement drag and drop yet), but there isn't actually anything to buy in the shop yet and the pricing and transfer of items logic isn't set up.

On the other hand you can pick up items from the ground, view them in your inventory (which you activate by pressing "I") and equip them by selecting an equippable item (so the underwear or yellow clothing) and clicking the equip button. Similarly you can unequip items as well the same way. If you walk up the steps and talk to the stone statue (press "E") you'll see what the shop was supposed to be.

I had planned to do a lot more with the shopping and inventory system, but I just didn't have time. I also didn't have time to do good code commenting and clean up the code some more but it should have pretty clear naming conventions and be written pretty readable anyway so hopefully you'll be able to make sense of it all.

As far as personal assessment, I regret not asking for more time, I was surprised by how quickly Fresy sent over the test (had thought it would be a day or two) and I had a number of other commitments I couldn't get out of the first two days losing me about 24 hours. From the brief I thought I'd be able to finish in time anyway so I didn't want to ask for more time and since I had already read the brief I thought that would be cheating, but I now see that I should've done so anyway. Despite that and given the time I think I'd give myself a solid C, there are quite a few things I could drastically improve with another day so I wouldn't say I'm happy with the work, but also not ashamed of what I did in the time I had.

Thanks,
Mats Paaske