System

For this task, I broke the requirements down to the following features:

- Modular Character with Clothing
- Inventory System
- Shop System
- Interactable objects System

Process

My first step was trying to find assets that would allow me to create the customizable character. After I found the free pack from Kenney, I tried finding assets that would match the top-down view requested and that somewhat matched the characters. This proved a bit more difficult, and I didn't want to spend too much time on the 2D assets, so I made a selection and started to code.

Creating the character was simple, made a simple movement script and assembled the assets with a script to control the visual aspect of the player.

I tried to make every system as modular as possible in case I needed to adapt something or simply create more content at the end.

The shop system is pretty simple, I followed the classic game UI where it showed both the shop and the player's inventory. I chose this direction to save time on the implementation of the inventory menu's UI.

The interactables system follows the same principals, trying to keep it simple and modular.

How to play

I've included the following instructions on the Shop Walls:

- Press 'E' to interact with the world.
- Press 'I' to open your inventory.
- Press 'Esc' to close menus.

Use WASD or the Arrow Keys to move and the mouse to interact with the inventory and shop.

Personal assessment

I'm quite proud of what I managed to accomplish. Given more time, there are many things I would improve, especially on the UX side of the experience. I would also take some time to further optimize and document my code.