Technical Test: Clothing Shop Demo

Overview:

For the technical test, I developed a functional clothing shop within an RPG/Simulation game with a top-down view similar to 'Stardew Valley.' The player can walk and interact with the game world, including the clothing shop. The primary features implemented include shopkeeper interaction, buying/selling items, item icons, item prices, and the ability to equip purchased outfits.

Thought Process:

During the interview process, my thought process revolved around creating a user-friendly and immersive experience for the player. I focused on designing intuitive UI elements for easy navigation and ensuring smooth interaction between the player and the clothing shop. Additionally, I paid attention to optimizing the code and using design patterns for efficiency and scalability. Considering the time constraints of the interview, the code can still be optimized further, but I believe it provides a strong starting point with potential for future updates and expansions of the game.

Key Features Implemented:

- Interaction with the World: Implemented a robust and scalable interaction system for interacting with the shopkeeper and the environment, providing information about available interactions.
- Shop System: Created functionality for purchasing and selling items within the shop, including handling player currency and opening the possibility to easily add more assets to the store.
- Inventory and Items: Designed and integrated visual icons for each item type to enhance the player's experience.
- Outfit Equipping: Developed functionality for equipping purchased outfits onto the player character, with real-time visual representation.

Personal Assessment:

Overall, I am satisfied with my performance during the technical test. I successfully implemented all required features while adhering to best practices in game development and maintaining clean, readable code. However, there is always room for improvement, and I recognize areas where I could have optimized certain processes or added additional polish to the game's presentation. Moving forward, I aim to continue refining my skills and pushing the boundaries of my creativity in game development.