

Little Sim World

Interview Task
Clothes Shop
10/06/2021

Dear Terry Jin,

Thank you for giving me the opportunity to apply as a game developer to your indie game and to showcase my skills in this task and thanks to the rest of the team for making a fantastic game with lots of potential, special thanks to Djordje Stanisavljevic for being a great point of contact on Upwork.

I developed a 2D platformer for mobile so transitioning to this there is a lot of the things mentioned in the task that I have not done yet in unity such as: tilemaps, top-down view, shop, inventory, dialogue etc. so I spent some time during the task researching and planning. I never give up on anything even if it seemed extremely difficult to complete given the short time frame of 48 hours. It would be a dream to join a games studio so I was determined to complete this task so I can at least say I tried!

First of all, I decided to create my project from scratch; there is very little code that I have copied elsewhere. The only plugin I used is DoozyUI, which is a fantastic UI management tool, much better than the default ui in unity! There is no better way to learn than to start with the basics! I have very limited assets at my disposal, mostly in the RPG genre, so I designed my game to be themed around an equipment shop instead of a clothes shop but they are more or less similar concepts so I could not theme it similar to *The Sims* or *Stardew Valley*.

When you start the game, you have *0 gold*. Move with the *WASD* keys and talk to the Shopkeeper nearby with *E* (button will show up when you are in range). Talking to the shopkeeper for the first time will grant you *1000 gold* so you can start buying and selling all sorts of equipment! Select different tabs in the shop to browse the different types of equipment, you can buy and sell using the buttons below the item name. When you buy; it will be sent to your inventory, which you could also sell again! When you open up the inventory you can see a list of items, double click to automatically slot onto your character and increase the armour rating.

Honestly, I feel like I done reasonably well, not the best, but good enough. I can happily say I completed all the required tasks; it is a shame I could not add more to the game like world interactions, something that would go beyond just the requirements. Given the time frame and being new to some aspects of the task I am happy with the game I produced and I hope we can discuss further about working for your game.

Warm Regards,

Jack Young
Game Developer

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