The system:

It's a 2D top-down clothes shop simulator contained in a single scene. The character can move in all cardinal directions and interact with the various objects on the scene. It can initiate a trading sequence with the seller in which it can sell or buy items. It can buy an armor which it can equip and unequip.

Thought process during interview:

Given the time constraints, I decided to use boilerplate code from a youtube tutorial (Stardew Valley like Game by Greg Dev Stuff) in order to start with a solid foundation from which to expand upon instead of designing the architecture from scratch. This, in fact, made the developing process harder in the long run and I had to revamp and adapt a lot of the code, and given the time constraints (and that I may have been too greedy with my goals) I did not make it in time to polish the aesthetics of the UI and the organization of the code. Getting the product to work in time, meeting each checkmark, had been my top priority. But most importantly, I had to ensure that the experience, no matter how small, would be pleasant.

My personal assessment of my performance:

I think that my gamble for ensuring a solid foundation by using boilerplate code didn't pay up. Despite this, I worked overtime to ensure all of the systems were up by the deadline. I can say with full conviction that I would have been able to polish both UI and code organization if I had had one more hour, and that I was still shaking a bit of rust off my fingers from my time in web development.