

Interview Task

Project Name: Little Shop Sim

Game System and Personal Assessment

Introduction

During this interview task, I had the opportunity to present my ideas for a game inspired by Stardew Valley. This document aims to outline the game system, provide insights into my thought process during the interview, and offer a personal assessment of my performance as a game developer.

Game System

The proposed game draws inspiration from Stardew Valley's immersive world, charming characters, and engaging gameplay. It centers around a player-controlled character who inherits a dilapidated farm and embarks on a journey to revitalize it. The core mechanics include farming, fishing, mining, and building relationships with the vibrant in-game community.

Thought Process during the Interview Task

Throughout the interview task, my thought process focused on capturing the essence of Stardew Valley while adding my own unique elements to create an enjoyable experience. I highlighted the importance of the game's art style, emphasizing the use of vibrant colors and pixel art reminiscent of the original game.

Additionally, I explored ideas for creating a functional clothes shop, a player character capable of walking and interacting with the game world, shopkeeper interaction, buying/selling items, item icons, item prices, and the ability to equip purchased outfits.

Personal Assessment of Performance

As a game developer, I approached this interview task with enthusiasm and a desire to learn. I believe I showcased my passion for game development and my understanding of Stardew Valley's core elements. However, I acknowledge that there is room for improvement

in terms of better execution of my game ideas more effectively and definitely improving my programming skills.

Overall, I believe my performance demonstrated my dedication to learning and my ability to contribute as a game developer. I finished the interview task feeling inspired and motivated to continue honing my skills and expanding my knowledge in the game development field.

Conclusion

This documentation outlines the proposed game system inspired by Stardew Valley, provides insights into my thought process during the interview, and offers a personal assessment of my performance as a game developer. I am looking forward to the opportunity to further develop my skills in the industry.