

Hello! Thank you very much for the opportunity, here is my written document as requested:

Process

I started the test by researching and experimenting with internet assets to compose the scenario and game dynamic. At this stage I am not concerned with functionality, purely visual experimentation and formulating dynamic ideas for gameplay. The objective is precisely to visualize in a practical way the task that will be done, which helps a lot in the speed of validations with other teams in day-to-day work.

Having made the first prototypes, I have everything I need to start programming. I usually start with what I consider will require the most work, which in this case was the operation of the carousel of items available in the store, then the interaction system. player with environment, and finally the replacement of the character's clothes.

Systems

I created a store and inventory with a generic system, respecting the responsibilities of the classes and taking advantage of the same interface panel for both. Using basic events and a list of items as a database.

Personal performance

I achieved a good balance of visuals combined with systems, although there was some code repetition. I feel that there are refactorings to be done, but I think they are learning with the company's logic and organization code standards.

Instructions



Interact with the shopkeeper to open the prompt to buy some clothes.

Interact in the fitting room to open the prompt to equip some clothes.

