Clothing Shop Prototype:

Imported Pre-made art assets and animations and rigged in Unity. All the code is written in the interview duration.

How the System works:

The clothing shop is inspired by games like Club Penguin, Planet Cazmo etc.

You play as an Adventurer who just cleared his first major quest, looking to spend his

earnings on better clothing.

Control the Player with Up/Down/Left/Right or W/A/S/D Keys. Interaction with the

game world is limited to only the Shopkeeper and Changing Room using Q and E Keys

and the interaction popup comes only once in range of interactable objects.

Buy/Equip/Sell clothing. Buy from a variety of items from the Catalog either by clicking

the book icon in bottom right or by interacting with Shopkeeper. Flip through Catalog pages

by clicking the bottom left/right of the book respectively.

Equip items by approaching the Changing Room, from where you can also sell the items.

Restrictions as per general rules:

You cannot sell Equipped items.

You cannot purchase if low on Coins. Alternatively you can sell items that are in Inventory to

purchase some more.

You cannot purchase the same item more than once.

Thought Process & Opinion on outcome:

Looking at the task and going into this, familiar flash games popped into my mind.

Taking inspiration from Club Penguin, I decided to incorporate a Catalog-like UI for

purchasables. The interactivity with Game world is something that could have been

worked more upon, currently just a popup appears when in vicinity of interactable items. Main focus was to keep code simple and clean, no unnecessary lines and minimum boilerplate code. Added in all the features as per task however the selling part was non-intuitive and could have better improvised. Overall prototype is working but better polishing could have been done if given time.