The games I've made so far are mostly physics-based. I haven't done a sales and purchase system before, so I wrote the complete code during this interview task.

Now I will explain a little about the system in this interview task.

My game character is simple, without animations. I separated the shirt, pants and shoes from that character into separate game objects, so that I could change the color of the clothes sprite renderer via code.

My UI consists of images, buttons and text. I tried to create a simple UI that was needed for the buying and selling system and for changing clothes on the game character.

In the main scene of the game, the camera is static. The camera is zoomed out and the game character is visible while moving. When the game character interacts with the seller and changes clothes I zoomed in the camera via code.

While I was working on the task, I tried to implement everything needed as simply as possible, because the time for working on the task is 48 hours.

I tried to write clean code, but I didn't have time to go back and improve the code very often. If there was more time, I would have included animations for movement in four directions for the game character.

Overall, I could have done a better job at this task. But on the other hand, I can say that I am satisfied with the work I did, considering how much time I did have to work.