Virtual Shop

Thinking And Development Process:

After reading the whole the interview question, I understand that the project should be virtual shop. Where a character can interact with the word. Also character can go to the virtual shop to buy and sell product. Character can talk with the shopkeeper.

First design all required UX and sprite sheets on figma. Then import those assets to unity. From sprite sheets, I created character left, right, up, down movement animation. I have Written character controller and game manager scripts for controlling the game. Using physics for controlling character movement.
I have used IBM Watson Text To Speech API for talking with shopkeeper.

User Manual:

W or up arrow for forward movement, S or down arrow for backward movement, A or left arrow for left side movement, D or right arrow right side movement. After walking sometimes ,when you enter the shop you can see user interface for trailing dress. Then click on Let's trail button, you can change the dress by selecting dress. You can ask the price to the shopkeeper. Also you can see the product details when you select any product.

Also, I have attached a demo video file for better understanding.

Github link: https://github.com/azHq/LSW-Programming-Interview.git

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