

## Test Documentation

I successfully developed several key components for the task at hand.

The PlayerController handles player movement and input, utilizing the MovePosition() method of Rigidbody2D for a seamless gaming experience. The Player class manages player-related data, such as skins, finances, and inventory.

ShopkeeperNPC is responsible for clothing transactions, allowing players to buy and sell items. I designed an intuitive sequence of screens that enable players to navigate forward and backward.

The FittingRoom functionality I'm pleased to share that it worked flawlessly on the first attempt. This feature enables players to change their in-game outfits by identifying available clothing items in their inventory and selecting those different from their current attire. The system then seamlessly replaces the player's outfit by destroying the current object and instantiating a new one with the chosen color.

While I initially had concerns about the 2D aspect of the project, as I had not previously worked with 2D games, I quickly immersed myself in learning about it. I faced some initial challenges with the provided assets, costing me a lot of time.

One of the more time-consuming aspects of the project was creating various color variations for the sprite assets manually using Photoshop. Unfortunately, due to time constraints, I had to prioritize functionality over aesthetic details, leaving the art for the environment and UI for future refinement.

Overall, I found this project to be a rewarding challenge. While I had not previously worked on a 2D game, my experience in creating functional systems for buying, selling, and changing items served as a solid foundation. With additional time, I am confident that I could further enhance both the aesthetics and functionality of the project. My primary focus was on delivering a product that met the specified criteria, which I believe I accomplished effectively.