OVERVIEW

The shop contains 3 NPCs, 5 Game World Objects that can be interacted with. NPCs have different actions available to them. Shop Keeper and Cloth stands act as shop buy/equip modules. While other two NPCs have some degree of interaction with player as far as dialogue is considered.

ART CHOICE

Being a programmer with potato knowledge of how to create art, I decided to hack my way by using spine example asset for character and customization since I have worked with Spine 2D in one of my previous organization projects.

Mix and Match skeleton which has been provided in example assets is perfect for this task and I've used it to demonstrate player customization. The asset has a lot of character skins available to choose from.

Apologies for some design flaws, I would have work best when instructions are given through a proper artist. Some of the problems would be following

- Shop Item icons not centered (this is due to me using skins in place of icons, it's a technical issue of how the skeleton was designed.)
- Inconsistent art style.

PROGRAMMING METHODOLOGY

I've tried my level best to keep up with good design patterns and architecture system. Scriptable event architecture has been used for entity-entity communication to avoid tight coupling and allow for more robust and zero dependency architecture.
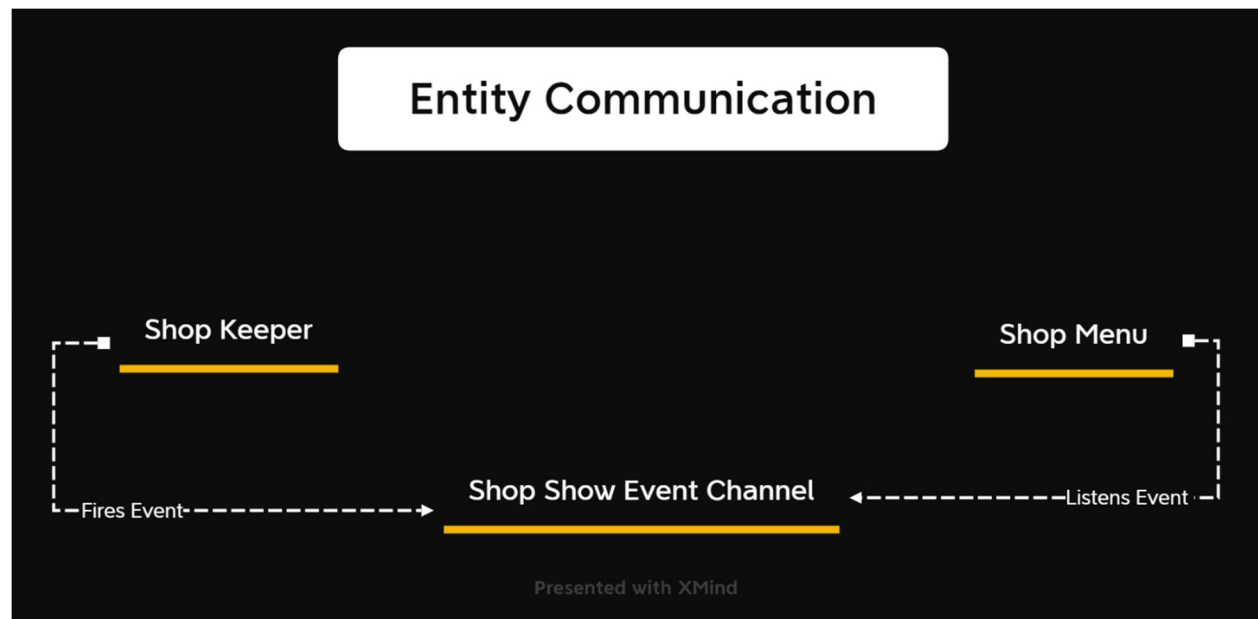

Figure 1 - Example of Shop keeper interaction with Shop System

For design pattern as mentioned above I used pub-sub pattern which uses a channel for communication instead of direct reliance. I completely avoided singleton patterns since they are the worst dependency nightmare. I followed SOLID principles for better code creation wherever applicable.

SYSTEM OVERVIEW

The game has following systems that are considered main modules.

- Shop
- World Objects
- Characters

Character can buy items from shop and even try them before buying. On purchase the data is stored to save progress. Character can interact with other characters and world objects.

SELF-ASSESSMENT

To be fair, my lack of art creation ability could be the cause of shoddy interior design. I still managed to complete the requirements as well as making the game look playable. I would have done way better in terms of art direction if instructions were given from relevant department as it generally happens in game development. Overall, I think I did good enough for a prototype/ game jam and look forward to hear your feedback on how I did regardless of interview outcome.