

## **Title: Clothing Shop Game Documentation**

**System Overview:** The clothing shop game is a simple 2D pixel art game that allows players to purchase and equip clothing items on their character. The game features a shop interface where player can browse through clothing items and other items, view their prices, and make purchases. Once an item is purchased, if it is clothing, it can be equipped on the character, visually changing their appearance.

**Thought Process during the Interview:** During the interview process, I wanted to showcase my ability to create a functional clothing shop system while working with limited resources. I decided to utilize 2D pixel art as the art style and found free assets online to use in the game. My primary objective was to demonstrate my skills in programming a functional and intuitive user interface for the shop, implementing a purchasing mechanism, and dynamically updating the character's appearance based on what they were wearing.

**Personal Assessment of Performance:** Throughout the development process, I encountered a few technical hurdles, such as dealing with a different version of Unity and working out a way to update the appearance of the character since they were sprite animated. However, I utilized my problem-solving skills to overcome these challenges. Additionally, I made sure to optimize the code and implement error handling to enhance the game's stability.

In terms of personal assessment, I am satisfied with my performance in creating the clothing shop game. I believe I successfully demonstrated my ability to design and implement a functional system within the given constraints. I strived to deliver a polished user experience while adhering to the time limit and incorporating the free assets effectively.

Overall, this project allowed me to showcase my skills in game development, UI design, and problem-solving. It was a valuable experience that further honed my abilities and provided me with insights into creating engaging game systems.

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