System

So the movement system is pretty simple it checks for the inputs and then makes the player move, the Dialog system uses scriptable objects, two in specific, first you create your scriptableobject character and assign the values and then the conversation scriptable objects where you make up the conversation with two characters, as soon as the conversation index is the same size as the array it opens options that you can choose from. The Shopkeeper has 3 options, but you can change that and what they do adjusting the Game Object. The inventory system also revolves around Scriptable Objects wich store the data of the item that you want, in this case the clothes(sprites,icons, and name), theres a script on the player that manages the inventory with a list of said Item scriptable objects, and then it gives the information to the inventory UI that makes the icon appear on it. There's also an Interface called IInteractable wich handles the interactable items, a script in the player spawn a raycast in the direction that the player is facing and then if the raycasts is different than null it returns the component with the interface and if the player press the interact button it call the method, and theres another interface for Pickable Items wich check if the Player collider is colliding with a trigger collider with the component of the interface. Last thing the player codes are very separate but they all have to get through the Player Inputs code to access other Player codes so it doesn't become a mess.

My thoughts during the interview and How I Think I did

So basically my thoughts were structured so I wanted to make the movement first on the first day, followed by the Interactable functions, then the inventory system and in the meanwhile during all of thoses I did a lot of art and animations but I found out that the choice I first made of art was not going to work, so I changed a lot in the middle also but everything worked out fine and I'm really happy with the result.

There are some stuff that I would change from the beginning if I had to start again, butI feel like I learned a lot during this wich was really good and I really liked the challenge I always love to learn and I feel like I did pretty good, by the way you can interact with the clothing hangers.