

Interview Task

Introduction

This document aims to describe the experience and line of reasoning used for this interview task. The task is to create a game with a functional store, with a top down view where the character can walk around and interact with the game.

The required features of the task are:

- Interaction with the store owner
- Buying/selling items
- Item icons
- Item Prices
- Ability to equip purchased clothing, visible on the character

Development

Firstly, I tried to prioritize the implementations that had the most impact on the required features and on the task itself. So I started the project with the PlayerController and CameraController scripts, responsible for controlling the movement of the player and the camera following him.

Most of the required features are based on an items system, then after the Player was moving, I started creating a structure for this items system. I used Scriptable Objects to hold data from items and pass it to the game, this makes it easier to create several items and centralizes the data that each item may have.

With all the item information created, it was time to start showing these items in some way, so I started developing the UI for the stores and the character's inventory.

After prototyping the UI, I started connecting the features. Creating interaction zones, implementing purchasing in Stores, implementing the sell feature, polishing the code and finally adding visual resources and some animations to the game.

For the last stage of development, I removed unused assets from the game project and restructured the project folders to facilitate maintenance.

Conclusion

It was a fair test, allowing you to use a lot of creativity and Unity resources. The time available is reasonable as I used it for close to 10 hours during the 48 hours available.

Game Controls

W,A,S,D - Character Movement

Mouse - UI interactions