

# Programmer Test

The system I've designed is a simple system for buying clothes. Although the system has been designed with clothes sales in mind, it can potentially be used by any possible shopkeeper in a game. The game runs on the principle that the player can only have one item of each clothing item, while the player may several copies of other items (described here as crafting items) in the inventory.

The process of designing the game was very simple. At first, a basic movement system was created, the main goal was that the player could move around freely. Secondly, what was designed was the interaction system, so that the player can initiate interactions with other objects in the scene.

It was followed by the creation of the shopping UI. In this stage, a basic inventory was also created, although not one that could be accessible via UI, but still one that maintained the data pertinent to what was desired. Once the buying aspect of the UI was created, the selling interface was designed, once again only changing the internal data of the inventory.

Finally, the inventory UI and the dress-up aspect of the game was developed. They were developed together due to their intrinsic visual nature. It was also in this part of the development that I started fixating a final art direction with a mix of assets from the Asset Store and simple assets created by me.

I don't consider the final product a masterpiece. I took several development shortcuts to ensure that all could've been done in time. Aspects such as art direction, player movement and code readability could've been improved in drastic ways. I believe, in the end, the game is complete and manages to realize the desired tasks in full.