

I'll start by saying that i'm pretty pleased with the end result, all things considered.

I put in about a day and a half worth of work into this project, starting Saturday morning and ending Sunday afternoon. Although from what i understood reading the instructions, the 48 hours start when i receive the original email, which arrived Friday morning, making it the final deadline: Sunday morning.

Unfortunately friday was a regular work day for me, and i didn't have any time to put into starting the project. I'm not 100% sure whether that will count against my final evaluation, or if there was some misunderstanding, but there you go.

The suggestions for art asset packs in the proposal were good, especially the character animations. The outfit system worked pretty well, the only downside the amount of work to make the animation clips. I also had to find an UI asset pack, but i think i got one that suited the overall look of the game.

Almost all of the game's scripts were written during the project; i limited myself to just some basic helper scripts and extension methods, all of which i used before in other projects. I'm mostly satisfied with how the scripts worked out, but i'd definitely change how the connections between inventory holders, equipment holders, and UI screens actually happen; i left them as inspector references in the scene for the sake of working faster; but that's not how i'd do that in a "real" project.

As for the UI itself, it's unfortunately the least impressive part of the project. I felt too time-constrained to do a UI with that was closer to the flow and UX of the reference games; if i had more time, i'd make screens that actually flow into one another, element selection for the inventories, actual Buy/Sell buttons with input actions, tabs, controller support, and just more flourish and polish in general.

Thanks for reviewing my project