

After concluding this assessment, I believe that I have done a good job completing all tasks.

Having read the instructions, I first installed Unity and the two first proposed asset packages, which I thought would fit the genre and the general idea I had of the task.

Right after, my concern was to plan how the shop would function, as in my mind there were two very different options:

- 1) The shop could be a physical place with purchasable items on top of tables, with which I could interact with individually.
- 2) Or the shop could be all UI. A panel would open after interacting with the door.

I preferred the second option as it seemed clearer to me on how to make it.

One choice I had to make was about animations. One of the asset packages contained some sprite sheets: a simple character and some items like hats. All these sprite sheets were organised in the same way, the same indexes corresponding to the same animations. Hats were also animated because they also need to adapt to the character when the player walks, for instance.

This is why I made a sprite sheet system (included in Scripts folder) because it would be too slow to add animations to each of the items. This option is also better if one wants to add more animations in the future.

Regarding my performance, one issue I was that I took too much time trying to add different items to the game, like hair styles and outfits. This happened because the downloaded asset package contained these too, and it seemed a great idea to be able to purchase items other than hats. This ended up being too much during the development of the code. And I believe it wouldn't add more value as the point was to add the ability to equip items.