# Interview Task - Júlia Marques de Oliveira

### Explaining the System:

I made a simple game with greatest focus in fulfill all required features in a efficient manner, therefore it has very simple gameplay: you, as the lone rogue visiting Tailorville, decides to buy a new facial garment, so you pick a few scattered valuable items (as a rogue would) and acquire items from the local Hat Shop. To equip those items, simply access the Wardrobe and press "Enter". To close the game, press "Esc".

### Thought process during the task:

I began developing the player movement (and animation triggers), followed by a system to detect the player's proximity to an item and trigger an action accordingly (such as opening the store). Then I created the wireframe for both Hat Shop menu and Wardrobe menu, created a base button structure for displaying the item's information on both menu screens. Using Scriptable Objects to assign information to each button. Then I created the money system and pickup object system, also used Scriptable Objects here. Following, I created the shopping system, and a system to equip items. Satisfied with my progress, I added things to enhance the gameplay: created the village tilemap, added background music and sound effects on player inputs. Lastly, I added a Main Menu screen and this task was finally complete. All assets used are free and came from the Unity Asset Store.

### Personal assessment of your performance:

Overall, I'm quite proud of what I developed within the time limit. There are many things that could be better though, if I had more time, code would be a bit better organized, would've added more shops to the village and a bigger map and would've instantiated pickup items in random locations. But aside from these points, I believe my task was quite successful.