

Dungeon Merchant

Interview Task

First, I spent some time thinking about how I was going to develop the game, both in terms of structure and design. With that in mind, I started structuring the interface layout and putting together the map Tilemap, after that I started developing the character's movement and then the interaction system. With these parts ready I started to finalize the Shop system for buying and selling equipment and inventory. I ended up taking a little longer than expected in the end, so the inventory part didn't turn out as I would have liked, with a little more time I could have made it much better, but I managed to finish it and I'm happy with the result.