Blue Gravity Studios Interview Task

To respect the schedule, the first thing I did was to place some assets to assist with the initial development.
Visual aspects were not my initial concern, given that I needed to make everything flow smoothly and functionally within a short amount of time, so I left visual adjustments for last if there was time.
I began by adjusting the tiles to create a ground, and after that, I started configuring the character. I handled all the movement using GetAxis, then added the animation sprites and adjusted the animator for idle and walk animations and rotation.

After that, I created general scripts, singletons, PlayerData, UIManager, and created Scriptable Objects to store all the information about the clothes that would be modified, such as price, name, description, sprites, etc.

With the base scripts and Scriptable Objects configured, I began the visual setup of the store UI, initially triggered by a button. Since it wasn't a large project, I decided to place all the UI configuration in the same UIManager class, which I wouldn't have done in a real project. Inside the UIManager class, I placed the controllers for the store and implemented the character's inventory system.

The last implemented system was the item selling system. I used part of the inventory system to select and sell the items. After fixing a few minor bugs, I also added a music track, J.S. Bach - Prelude in C Major, Dink SmallWood game version, and some click sounds to the buttons.

After that, I needed to fix some bugs in the inventory system, added some tree and box prefabs, among others, to better illustrate. It's worth noting that I would do some things differently if I had more time, such as a specific class for each purchased item, optimization in general settings and controls without using the update function, etc.