

I was requested to do a clothes shop, 2d top-down, by Blue Gravity Studios as a programmer interview task, during 48 hours, to evaluate if my abilities fit with their expectations.

At this project I developed all the code and configured all the needed assets for the task, using one character asset pack, provided by the studio, and other ones, for UI and tileset, publicly available to fill the gaps. My main goal was to deliver a product with small but enough content, so, trying at least show which all the requested objectives are clearly completed, with that in mind, the clothes shop has at least 2 variations for every body part item, being able to equip/unequip at menu UI (by pressing ESC), the items can be bought at the clothier NPC (by approaching and using mouse Left-Click to interact), using a currency, and if there is no item equipped at that slot, it auto-equips after buying, I was thinking at player comfort, so it could be convenient to have.

The toughest moment, by far, was making the UIs. I wanted to do something simple, but functional, and I think it kinda works, but the aesthetics could be better. While trying to achieve something presentable, I spent too much time refining and trying things, it's something I would take into consideration and take better care of, if I were to do it again.

Trying to make a 4 body part sprite combination isn't something I've done before and, while developing all the systems, I kept wondering if everything would work out in the end, but fortunately everything worked as expected after adding the remaining items. In conclusion, it was a fun test overall, it gave me the opportunity to work next to things I like so much, both Stardew Valley and The Sims are inspirations to me, so it was a plus to me.