During the interview, I developed a functional clothing store layout for a simulation game with a top-down perspective similar to "The Sims" and "Stardew Valley." The system included shopkeeper interactions, buying/selling products, a variety of clothes, and prices. It was crucial to store purchased items visibly in the inventory and on the character.

I approached the task by considering game design and player experience, breaking it down into manageable steps. I began by designing the Skin scriptable object, which represented different clothing items. Each Skin object had attributes like labels, sprites, values, icons, and categories for easy categorization and display.

Next, I created the ShopManager script to manage player interactions with the store, handling buying/selling items. The ShopButton script represented each item in the shop, enabling player interaction and purchase.

Additionally, I implemented the PlayerMoneyController to track player funds and update the display. The InventoryController managed player inventories, allowing adding, removing, and updating items based on player actions.

Visually, I integrated parts of different skins and prices into the UI, providing clear information for each purchasable item. Equipped clothes were reflected visually on player characters, enhancing immersion. All the store and inventory buttons were created automatically with the store manager and the inventory controller. If there's a need to change the initial items, it is easier to change without a lot of repeated work.

Reflecting on my performance, I believe I effectively met the task requirements by implementing a robust and intuitive clothing store system. I demonstrated proficiency in Unity development, thinking critically, planning, and problem-solving. However, there's always room for improvement, such as refining user interfaces and optimizing performance. Overall, it was a rewarding experience to showcase my game development skills.