

Top Down Shop by Piotr Grabara

1. How the system works:

The game is compiled for Windows, so it should be played on Windows PC.

In game you can control a player character that can be moved with keyboard keys: WASD or with the keyboard arrows.

To interact with the game objects (register to buy and sell, mirror to wear items), you should click on them with your left mouse button when the player is next to them, or just walk through them (collectables).

Player can collect more money in the area in front of the shop, where some random money items are being spawned at random locations.

It is possible to interact with the shopkeeper who will give us valuable tips on the gameplay.

You can exit the game by clicking the "Q" button.

2. Thought process during the interview:

I started with choosing the main character by trying out different art types, from pixel-art, through rigged animations but finally have set with un-rigged exchangeable sprite sets to allow outfits swapping.

I also settled for a character that would turn its sprite in two directions instead of four.

I designed the shop area and animated the player.

I programmed buy, sell and wear mechanics.

I created the shopkeeper and made the small dialogue with some useful tips, plus money spawner outside the shop.

I mostly designed all myself except the cloth options images, I redesigned the player from psb to png.

I did also most of the coding during the interview process, I only used player movement and money spawner scripts from my previous projects.

I had some issues with the last github commit, which is why I had to create a new repository.

3. My opinion:

I am very satisfied with final result. Thank you for this opportunity.