

## Top Down Shop by Piotr Grabara

### 1. How the system works:

The game is compiled for Windows, to be played on Windows PC.

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

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

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

It is possible to interact with the shopkeeper who will give you 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.

### 3. My opinion:

I am very satisfied with the final result, since it was the first time I created a top-down game. Many of the mechanics (e.g. buy/sell, swapping outfits and dialogues) were my first-time creation. Thank you for this opportunity.