

I developed a 2D pixel art prototype of a shop in a game. The shop features an NPC who explains the buying and selling process. Accessing the shop is as simple as clicking on it to open the catalog and dressing room.

I focused on ensuring the functionality was complete before diving into the visual aspects. This approach allowed me to create clean, well-structured code with minimal repetition. I emphasized code efficiency and used self-explanatory naming conventions. Although I had initially considered applying MVC (Model-View-Controller) principles, I opted against it due to time constraints and the relatively small number of scripts required.

The pixel art style and the user interaction by clicking on the shop contribute to a user-friendly experience. The incorporation of the NPC for guidance enhances the player's understanding of the game mechanics, making the prototype more engaging. I'm very pleased with my performance in this task. I successfully implemented all the planned features more effectively than I anticipated. The code is concise, and the architectural design is robust. While I didn't use MVC, the simplicity of the project didn't justify the additional complexity it would have added.

I didn't use pre-made assets or code from other projects, so everything in the prototype is my original work.

I'd like to express my gratitude for the opportunity to complete this task. I'm eager to hear feedback from Blue Gravity Studios and look forward to the next steps in the recruitment process!!

Thank you very much,

Luana. (: