

This game was made with Unity version 2021.3.2f1 and it contains the main feature required, that was a functional clothes shop, and some scenery around it. After some research, I decided to do an Armour shop due the assets found. The “Player Movement” is a simple script that changes the direction of the player, its position and receives inputs to it (Horizontal and Vertical). I’ve made two other scripts, one for the camera to follow the player and other to control some scene interactions and animations. On the shop system you can buy and equip some armour (body and head) and the weapon. You have the preview to see the items on the player and the wallet UI, where you can add cash and see how much you have left. You can also leave the game on the exit button.

The first thing I did was organize everything, because I knew that would demand much time to do every step. Was given 96 hours (4 days) to complete the task, so I used the first day to learn about versioning with Git, create my GitHub account and at night I started searching for assets. On the second day I wanted to finish looking for the arts, do the player movement and finish the scenery. But I got stuck with some player animations that occurred because its assets were not the best for this kind of game (were suitable for platform games). On the third day I concluded the player movement script and animations, the scenery around the shop and the shop furniture, did the items icons prefabs and seller animations, added colliders on everything (player, furniture, environment, seller) and made door animation. On the last day I did all the shopping system, UI and interactions. The button to open the shop, the preview area and the items area. Beyond that I did all the needed scripts to buy and equip items, and to add cash.

In my view I delivered a very good result, considering my experience and delivery time. I had to learn some things to develop this prototype (Git, 2D Top-Down essentials) and that demanded time too. You can also consider that I made a lot (scenery) for a feature prototype, but I wanted a beautiful result and to show what I can do. From my perspective, it was harder to find resources that fit with the game’s genre and build the scenario (there are certainly easier ways to do it) than to code it.

In conclusion, I want to thank you for the opportunity and I look forward to your feedback.