I created a simple yet engaging 2D platformer game that involves collecting coins to purchase new outfits from a shop. The game features basic movement controls, such as up, down, left, and right, as well as attack, run, and walk animations. The objective of the game is to collect enough coins to buy new outfits, which can be equipped by the player character.

During the interview, my thought process was to listen carefully and determine the requirements of the task. I was able to identify the

necessary features and mechanics, such as basic movement controls and the ability to purchase outfits from a shop. I also demonstrated an understanding of the importance of engaging animations and a clear game objective.

Regarding my personal assessment of my performance, I believe that I did the best I could given the time constraints . However, I acknowledge that there is always room for improvement and growth in my skills.

Overall, my game demonstrates a solid understanding of game development principles and mechanics. The inclusion of engaging animations and a clear game objective make for an enjoyable user experience. With further development and iteration, my game has the potential to become an even more engaging and successful platformer.