

## **Game Demo Explanation**

In this 2D demo developed with Unity C#, I created a small map featuring charming vegetation and a shop NPC who provides us with football shirts from the classic English teams. Players can buy, equip, and sell these shirts. I aimed to structure the project in a way that aligns with my preferred method of organizing files for this type of game. This involved separating the scripts for the Player, NPC, Inventory, Shop, and Items, and modularizing the code as much as possible to ensure readability and ease of reference.

In this demo, the player can interact with the shopkeeper NPC, navigate the lush environment, and manage their inventory through a well-designed user interface. The NPC interaction allows for a seamless buying and selling experience, where item icons, prices, and the ability to equip purchased outfits are all implemented. The equipped outfits are visible on the character, enhancing the gameplay experience by reflecting the player's choices in real-time.

Currently, I am developing a 2D game inspired by the Pokémon style, where the objective is to capture cats using various toys. If the cats are interested in the toys, you can catch them; if not, they remain elusive. This ongoing project has provided me with valuable experience in game design and development, particularly in handling complex interactions and dynamic environments.

This interview task was a great challenge that matched my skill level, and I thoroughly enjoyed the process. It allowed me to demonstrate my ability to create a functional and engaging game prototype, adhering to high standards of quality and organization. I took care to thoroughly playtest the game, ensuring that it provides a smooth and enjoyable experience for players.

This project reflects my passion for game development and my commitment to creating well-structured, high-quality games. I am excited about the opportunity to contribute to your team and to bring my skills and experience to future projects.