



<https://drive.google.com/file/d/1zEvqtZT-Dz3SKtZz5puPS2viTLAnHTJY/view?usp=sharing>

This is a basic flowchart of the major systems in the game. Interacting with the Shopkeep, interacting with the Wardrobe, and 3 of my player scripts explained in short detail. The link is a direct link to view the flowchart natively.

The system all flows around the MenuNavigation Script. When you open either the WardrobeMenu or the ShopMenu, the Menu Navigation script will fill the appropriate grids with buttons by calling FillItemGrids. These buttons are created out of a template found in “Resources_Prefabs\MenuButtonPrefabs” and filled with information found in the “ClothingPrefabs” folder in the same directory. Each of the clothing prefabs has a ClothingItem script attached, which holds the stats for each of the prefabs, be it name, price, sprite, etc. The data from that ClothingItem script is transferred to the GridItem script on each button created, seamlessly allowing for the designers to simply create new clothing items, dump them into the Prefabs folder, assign stats there and watch as they appear on the shop grid without hassle.

This system is modular, and has the potential to be endlessly expanded upon, something that is important for Sim games with many customization assets. I also designed the idea of the Wardrobe (something not required on the initial assignment) which allows you to view only the items that you have bought before.

All of the sprites (except the UI sprites) were done by me, which is why they look so rushed and shoddy, though I had a fun time doing it.

As for overall performance during the project, I had a lot of fun with this challenge. I am used to prototyping in a very action-oriented sense, so having to think about backend first and build up from that was new and pretty fun as an exercise. I think I could have done better, especially in cleaning up the UI, art, and visuals. There are practically no bugs in this prototype, which is something I am happy with. Still, I put the best work that I could do in the time frame out there, and delivered something that I think is modular, expansive, and solid enough to provide a great basis for something better.

Even if this interview falls through, I still want to thank you for the challenge prototype. Also, feel free to use my code as you see fit. I don't really care if you use it officially in the game.

-Noah Schultz