Blue Gravity Exam Documentation:

So I started the project with the art designs that fit the exam. I decided to use the character base since I can put the equipment on the character. I made the character to be able to roam around, and when the player bumps with an npc, a button hint will appear for the shop system/ui. The player can buy or sell an item by clicking the item itself, although the system is unfinished and lacking with the details, but the system still works. By pressing the "I" key, the player can open the inventory to equip an item.
In technical terms, I made the items scriptable objects for the optimization and easy to add, especially the data.

About the interview, I'm glad that the project is in 2D since that's my forte and Ms Marina was very comfortable to talk to. Although I'm not that happy with the exam since I didn't finish it, I still did my best and made my coding style and naming conventions clean and easy to understand, also the coding structures.

All in all I enjoyed the exam and interview process. I hope I still have a chance to work with the company and to prove myself and do the task that is given to me, and to show my 2D game skills and knowledge. Thank you for the opportunity.