System Description:

The prototype consists of a character inside a store with basic animations. By pressing the "E" key, the character can interact in a basic manner with some elements, mostly text, and can interact with the shopkeeper to buy and sell predefined outfits. It includes a rudimentary inventory and money system ("Tab") to conduct transactions with the shopkeeper. After purchasing clothing, the player can change outfits from the inventory, where a preview is displayed when equipping the clothes. Cinemachine powers the camera.

Thought Process:

When starting the task, the first thing I did was plan and divide the systems to be implemented into parts. Then, I developed the prototype step by step: project setup, asset search and implementation, character movement and animation, camera, environment, interactions, currency, purchase and sale logic, UI, inventory management, final cleanup, and build. I made incremental commits each time I achieved a significant advancement or solved a problem. All of the code was created during the interview period.

Personal Assessment:

This is a great personal challenge since many of the requested systems were new to me. I managed to implement the basic requested functionalities and kept the design as attractive as possible using third-party assets. However, I recognize that there is still much to improve in terms of coding and time management. I could have finished some planned features, such as a drag-and-drop system for the inventory or the ability to equip and unequip outfits.

Despite this, it was an extremely enriching experience for me, helping me reinforce technical knowledge and identify weaknesses to continue working on.