The clothing shop system works by comparing lists of sprites in the PlayerManager script and in the wardrobe script to know which clothes were bought and sold back. The clothes from the wardrobe are added to the wardrobe list when initialized via the UI, they are always activated so the references can stay visible. The system also has the dummies, or mannequins, that the player can buy a full set of clothes from. It works the same as the wardrobe, that being, when the player buys the set, the sprites populates the list 'allClothes' from the player and when the player checks the wardrobe, those pieces of clothing will be checked as 'Bought'. The player can change clothes in the wardrobe by choosing the category of item he wants to change, then selecting the green button to Buy the piece of clothing, if he does not already have it, in which case the green button will display 'Try', or the red Button to Sell that Item. The system works by filling up a list of Sprites in the Wardrobe component of the Wardrobe GameObject that it gets from the items you can buy in the UI, then the green button activates a public function that checks again if the player has already bought that piece of clothing, then it activates the Buy function that dresses up the player with the sprite that's located in the 'WardrobeItem' script for that item in question and adds it to the list inside the player script. Selling is the opposite, instead of adding it removes the sprite from the player list, and it doesn't undress the player due to me not having an undressed version of the player sprite.

The Dialogue system is pretty basic. It uses a Queue of strings that are populated by a Serializable Class 'Dialogue' that gets used inside the NPC script as a variable. Then the dialogue is triggered when the player presses an input and collides with the npc.

When I started the interview I had a pretty clear Idea of what I wanted to do, I wanted a buy clothes system similar to the Pokémon X/Y games where you can try different parts of clothing in a fitting room, but also see the clothes in a mannequin inside the shop and buy the pieces from there too. So when I started working I got the basics of the system going first, those being the player movement and the dialogue. Then I started working on the Mannequins. It was pretty easy setting up just the mannequins because the player had the whole set of clothes and couldn't customize anything so the programming was smooth. When I tackled the wardrobe, however, it became a challenge, because not only did I need to check the player list, I also needed to know if the player bought from the mannequins AND needed to adjust the player's money if he did, and display everything in the UI. But in the end all I had to do was set up a list in the wardrobe to grab all the Wardrobe Items from the UI(I did this by hiding them and not setting them inactive) and see if the player had any of them, from there I could do whatever I wanted with those Items.

In conclusion, I thought I did well in this interview because it's not the first time I worked on a shop system, though this one was a little more complex. The other I did was for a mobile and I didnt need to be seen all the time. Also I had better sprites to work with, the ones I used turned out to be a little more complex than I originally thought, but it was no big deal.