

An insight to the process

During the interview process, I approached the task of creating a functional clothes shop within a simulation game with a structured and modular mindset, making use of inheritance to promote code reuse and maintainability.

To begin, I established a Git repository to track progress. After importing necessary assets and setting up animations and controllers for character movement, I proceeded to code the player movement using Unity's Rigidbody2D component, ensuring compatibility with both WASD and arrow keys for intuitive control.

I opted to employ inheritance by creating an Interactable base class, from which both the shopkeeper and other NPCs inherited their interaction functionality. This approach promoted code reuse and ensured consistency in interaction behavior across different NPCs within the game world.

Similarly, for the inventory system, I implemented a generic Inventory class as the base, with specialized inventory classes for the player and shop, each inheriting from the generic inventory. This design allowed for specific functionalities tailored to the player and shop inventories while leveraging the common functionality provided by the generic inventory class.

By decoupling inventory logic from specific game objects and leveraging inheritance, I ensured a modular and scalable inventory system that could easily accommodate future expansions or modifications to the game.

In addition to the technical aspects, I also considered the overall design and user experience of the game. I prioritized clarity and simplicity in the UI design to ensure players could easily navigate the shop interface and interact with NPCs. Furthermore, I paid attention to code organization and documentation to enhance readability and maintainability for potential future updates or team collaborations.

Throughout the development process, I remained focused on delivering a polished and cohesive gameplay experience while adhering to best practices in game development. My approach was guided by a balance of technical proficiency, creativity, and attention to detail, resulting in a well-structured and functional game system.