

Description of the LSW Programming Interview Development Process:

I used an already made tutorial with "topDown" mechanics to start the project's **foundation**

The project link follows: [https://www.youtube.com/watch?v=whzomFgjT50&ab\\_channel=Brackeys](https://www.youtube.com/watch?v=whzomFgjT50&ab_channel=Brackeys)

After that I've created the background using tile map and sprites from Zelda game:

Zelda

Sprites :<https://www.sprisers-resource.com/snes/legendofzeldaalinktothepast/sheet/28736/>

Then I **designed** the Characters' movement and Bg collision.

I imported spritesSheets from RPG maker and customized by me.

**Regarding** character animations, I've separated each part of the character and in each direction (Idle, IdleLeft, IdleRigth, IdleTop, IdleBotton, RunLeft, RunRigth, runTop, runDown);

To place and replace real-time animation, I used the "Override Animator Controller" directly from the "Resources folder".

After the animations, I've started to create the shoop.

As LWS is a more relaxed game, I got Animal Crossing Shop as reference.

Inside the Shop, I first created the clothes filter but I ended, not being able to fully implement it due to time **constraint Moreover**, I created an Object called "ItemList" which contains information about the purchase item.

Inside Shopping, items are created according to the "Items List" from Array For sale.

Creating the list I implemented Cursor and Buy/Cash system.

Finally, I **concluded** the clothing purchase system and implemented the character's purchased clothing to the game world.