

## Documentation

Here is the game instruction:

- Player movement is with “W”, “A” , “S”, “D” and Inventory will open with pressing “Return” (Enter)
- The game has 2 environments (World and Shop) and you can travel between them through a door
- The game has a saving option
- The game will start in the world environment and you can have interactions with the trees, the building, and the car
- By getting near the door you will move from the world to the shop and in the shop, you have two interactions, one with the shopkeeper on the right side of the shop and the other with the wardrobe on the top of the shop
- By getting close to the shopkeeper, he will greet you and ask you to buy from his shop
- By getting close to the wardrobe, the shop panel will open
- There will be six sections to purchase hair, eye, skin, shirt, trousers, and Shoes
- You have 1000 golds (but you can change it by the player prefs tool)
- You can buy items and you can see them real-time on the player
- All items that you bought are available in your inventory
- In the shop panel, you can sell your items too

To type the dialogs, I used this [link](#) from GitHub: TypeWriterUI.cs (I have made some changes though)

And I used some art assets from the asset store: 2D Neighborhood, Free 2D Mega Pack, Miniature Army 2D V.1 [Medieval Style]

About my thought process during the technical interview, at first, the project looked heavy but after I analyzed it, I actually enjoyed the process and its challenges and made me quite intrigued to work on it non-stop.

My personal assessment of this project is overly good, because I hadn't worked with 2D games for a long time, and obviously I had some challenges and most of them were about finding proper art for the player to design each part of his body, but I could pass them and besides that, I learned some new things doing the project, so I can give myself an acceptable grade. However, if in any part of the project, you have any comments that can improve the project, I would be more than glad to hear them.

PS. I understand that I'm sending the project a bit later, I do apologize again for the family emergency that happened, which I had to take care of immediately. In the meantime, I also tried to add more features like changing all the body parts and create another environment to the game. I deeply hope you will like the outcome of the project.