Mini-Project Evaluation Document

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The developed system corresponds to a technical mini-project whose main objective was to demonstrate skills in creating a small open-world environment. The project includes basic mechanics such as walking, running, and driving, along with a simple inventory system designed more as a practical example than as a fully developed production system. The project's architecture was built on principles of modularity and organization, dividing scripts, prefabs, and animations into clear categories to ensure a well-structured and controlled workflow.

During the interview, my thought process began by evaluating the type of project that would be most suitable given the time frame and scope. My initial idea was to develop a short narrative-driven game, but I quickly identified that the risk of not completing it on time was high. Therefore, I opted for a more technical and demonstrative approach, one that would allow me to showcase key competencies such as implementing mechanics, organizing code, and structuring a scalable project.

Planning was essential: I established a workflow in which each element had a clear purpose and well-managed dependencies. This approach allowed for steady progress, minimized rework, and maintained consistent productivity. I also ensured that each system was implemented in a way that could be easily expanded in the future, should I decide to turn the demonstration into a more complex playable prototype.

In my personal evaluation, I consider the outcome to be satisfactory given the resources and time allocated. All planned mechanics were implemented in a functional and stable manner, with clean and understandable code. I acknowledge that, with more time, I could have optimized certain systems, expanded inventory interactions, and improved visual aspects. On a scale of 1 to 5, I would rate myself 4 stars, as while the result is solid and well-executed, there is always room for improvement.