

Allow me to start this resume of my work by identifying the toughest challenges I faced during this Unity Programmer Task. First and foremost I sat down and checked that I understood the assignment completely before starting to work. You don't know what to make unless you understand thoroughly what you are tasked to create. My first thought was that the hardest part from this challenge was by far the character customization (being able to interchange and combine the outfits), then I would say my second toughest challenge was the buying and selling of the items, at first I felt in a tight spot since every other key feature was co dependant on those two working great. As my first move I spent the whole day learning about customization scenes and how to manage them, that was approximately 10 hours of work (which involved some trial and error). After feeling a bit stressed out and taking a break I decided to shift the whole strategy, I would do everything else first and leave the customization last, to focus on the things I could do at the moment and start producing something. My workflow was something along the lines of: programmed an inventory system using Scriptable Objects to store the items and their properties, made a UI panel and stored the inventory script on it for ease of management plus future implementations and finally coded a system based on adding and removing certain Scriptable Objects from lists in order to implement a buying and selling system. As for my performance during the task I felt great, had some hardships and sadly could not implement every key feature, however I believe that I managed to have a pretty great end result for a task which was fairly complex to me, time was not on my side but I still managed to work around it, I hope to keep on learning with you guys.