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Project: AldoCruz_Task

Movement System:

You can move with WASD, jump with Space, run with Left Shift.
Use the UI with the mouse, so you can hoover, move and use the items.

Save system:

You can save the progress of the UI slots through the pause menu.
You can also delete the progress.

Thought process:

The first thing that I needed to do was to implement the basics, and then implement the more complex systems. In this case in particular, the work flow needed the assets, or at least an approximation, so that I could know how the interface would feel beforehand, apart from that it was implementing all the parts altogether.

Personal Assessment:

I lost a bit of time because of situations in my environment, and errors within the version of Unity, such as the compilation for WEBGL causing an error because of the Index.html. Aside from that I could tweak a little bit more the Game, but overall I really enjoyed the result, the aesthetic mixed really well with these different assets.