Kranevitter Brian
Blue Gravity Studios Programmer Task overview

I started on Wednesday 22/05 at 19:00UTC by accessing the link and reading the interview document.
Then I proceeded to search for some information I wanted to clarify.
Personally, I've never made a shop system or inventory system. I've worked on tons of video games, created my own ones by myself, but none of them required this feature.
After looking for some information I decided to actually work on it on my own, without watching any tutorial, i wanted to prove myself this way, i knew i can develop this kind of system by myself.
To be honest, this challenge scared me a bit at first, but I managed to finish it with acceptable results.

I started by creating a Miro board and creating a flowchart, thinking step by step about how and what I should make and what decisions to make.
This actually took me a little more than expected, but as I knew this feature was all about planning and just a bit about implementing, I focused 60 to 70% of the time in this area, designing the patterns in Miro.

Once I finished the design, I moved to Unity and started implementing all the stuff, it actually worked better than expected. Everything worked almost at the first try, I only had to modify and fix some little things, the flowchart process paid off.

The final result is a complete functional feature, where the player can access a shop, buy items, sell items & equip them.

Overview: Sadly, I couldn't make use of the entire time I've chosen. Wednesday and part of Thursday personal matters took some of the time I would have liked to use.
So the final result is not what I would like it to be.

Good things: I did this from scratch all on my own, without looking for help on the internet or anything, for the first time of my career (As I said, I've never developed this kind of feature), and it's completely functional and free of bugs.

Bad things: Knowing my limited time, I couldn't aim for a more scalable design, I had to go for a basic one to make sure I finished it properly.
There are no interactions on the simulation other than basic ones.
The visuals are not good, I couldn't use time in this as I was in a hurry to finish the functionality due to the time I lost in those personal things.

Things i would've like to do: I would've like to make a click-movement system instead of

WASD.

More additional interactions such as hittables, ways of earning more gold, etc.

Dress the shop UI, but the packs didn't have much for this and I was already out of time to look for something.

Here is the Miro Board so you can check it:
https://miro.com/app/board/uXjVKEf_mIs=/?share_link_id=296287616761

Of course, thanks for your interest guys.
I wish you the best of lucks.

Kind regards.

Brian Kranevitter