

Unity Programmer Task

This task was quite fun to do. Mainly because of the number of features to do in a short period, so I had to consider how much time to invest in each feature, and besides that, in polishing the project visually, removing the jank feeling to meet the expected quality.

At first, I started making the UI and the system of items to equip and manipulate, for that purpose I used old code of mine from another project (Draggable, DropZone) for a quick presentation of the feature, and from there I adapted it to the needs of this project.

Once I finished the equipment and inventory menu, I added the shop and a popup to make the user experience feel good. The items were created using ScriptableObjects because of their easy-to-read and data handling. Most of the logic used on UI relies on System.Action events, so they can be aware of the player's actions.

The player controllers and interactives were easy and quick to make. I made sure that all behaviors worked on their own so they didn't depend on others that much. Or Singletons if it was necessary. In the end, I added BGM, SFX, and alpha fade to the UI for better presentation. All scripts were separated utilizing namespaces for further optimization.

Although all the requested features are implemented in the build, I consider there is still room for improvement in the design of coding systems for scalability. All features were developed in their respective branches and merged upon completion, with occasional bug fixes.

I believe that the quality reached by this demo is good enough for the time provided. However, I am open to hearing constructive criticism and feedback, to develop further my skills.

Thank you for the opportunity to apply for this position and for your time.