

# INTERVIEW TASK

## 1. System:

The project is heavily based on the MVC architecture due to its very useful decoupling of input, data and visuals, since a lot of the systems implemented rely on notifications that require a reaction. Also the use of Scriptable objects seemed appropriate for data storage even though extra time was invested in the save system.

## 2. Thought Process:

I wanted to make something casual that implemented as many features as were asked. One thing I considered was the possibility of people trying it out on a laptop and from previous experience removed mouse functionality to allow comfortable play sessions. I started with the player, a state machine seemed the most straightforward to handle player movement without overextending code. Next was the inventory system, I wanted something very modular so I opted to create Scriptable Objects as means of storing an item's general data, then it was a matter of linking it to the player actions and UI updating. Then came the UI assembling, art hunting and setup. Then it was time for level building, this involved more art hunting, the tilemap system is a very good choice for fast level building specially for the type of platforming-ish game I am going for. After that it was time to implement the game flow, pausing, main menu, then audio and testing.

## 3. Personal Assessment:

Considering I could only dedicate **17 hrs** to this task I think I did a really good job implementing most of what was asked, some of it was opted out from the beginning but I think it came to a good result. I would've liked to have a bit more time to refine the UI art, apply a win condition and have a scene item persistence between sessions. But all in all I'm very proud of what I have achieved.