Development of BlueShop Unity Game for the interview:

System Overview:

Created a game where the player can buy and sell hats, aswell as equip them.
The main classes for the project where:

The Grid class, i which you could store the items and depending on the type of grid, putting or getting items in and out of the grid can trigger different outcomes.

The IInteractable interface was made to make any object interactable in the world. With just implementing this interface the player can interact with it.

The gameManager class is a Singleton that holds the references to all the managers in the game to hold general data and communicate between different classes in the world.

Development Process and Thought Process:

Since the game concept was pretty straightforwad from my point of view, i decided to make something similar to a stardew valley shop, a shop menu where the items for sell are, a close up to the shopper face with some welcome dialogue and the player inventory.

I thought in a 2d kind of game, with inventories for both the player and the shop, aswell as a way to interact with it.

So my idea was developing it iteratively, adding features and content gradually to make a better itteration of the game each time.

The final stages involved optimizing performance with some of the ui and the collisions, fixing bugs, and adding final polish to the visuals, audio, and game experience.

Overall Performance:

From my point of view, i met the project goals and delivered a functional and engaging game experience, though i think i could have done it better for some of the project classes and structures.

Since it was taking me more than i expected due to the visuals effort trying to make it look good (i am no that much into visuals lately) and my lack of practice in Unity and C# in a while, made me take some rush decisions and have lack mostly in how the classes communicates between them and the responsabilities they have.

But overall the development process provided valuable learning opportunities, enhancing my technical skills and solidifying my understanding of game development principles. I remain dedicated to continuous learning and am confident in my ability to tackle future game development challenges with greater knowledge and expertise.