

Enrico Moreno – LSW Programming Interview Document

In order to work on the project, I first divided the tasks I had to work on equally by all days I had available to me. For the tasks I had more experience with, I was able to put them together with a limit of three tasks per day. As for the more complex tasks, I separated them into a single day for each so I could tackle them head-on.

My first set of tasks were to search for everything I would eventually need, such as the assets in the Unity Store. After gathering all the resources I needed, I started working on tasks that would not require programming. Once the assets were imported and the level was built, I started programming what I judged as high priority, which was the character and camera controller, and the UI. As for the eventual bugs, I tried to solve them as soon as they were found. For the harder bugs to solve, I tackled them in one full day.