

>BLUE.GRAVITY

Interview task, Nicolás Felipe Dipierro

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Repositories:

Code - <https://github.com/FeliDipi/Blue-Gravity-Studio---Project>

Exe - <https://github.com/FeliDipi/Blue-Gravity-Studios---Exe>

Software used:

Unity 2022.3.25f1

Framework:

Cinemachine (fancy camera)

DOTween (animation via script)

Assets:

Shopkeeper: Tiny Wonder Farm Free from <https://itch.io/>

Scenery:

- Home: TILESET-VILLAGE-TOP-DOWN from <https://itch.io/>
- Tilemap: Tiny Wonder Farm Free from <https://itch.io/>

Player: FREE Mana Seed Character Base Demo from <https://itch.io/>

Explain:

Main features:

- Functional market
- Character customization
- Movement and interaction with the environment

Level design:

I considered 2 scenarios, first a small island where the route was linear and reduced to quickly demonstrate the movement and interaction of the player with the environment, until I reached the second scenario, the market, where there is a seller with whom I can interact and access to one of the main features, buy cosmetics and customize the character.

Way of working:

I am a faithful follower of the SOLID principles, therefore I seek abstraction, I like to work in a modular way and that each functionality works independently of the rest, I still continue to learn and professionalize about this fascinating area. I'm looking to finish a module, test it, and when I'm sure it works correctly, create the link with another module if necessary.

Important modules worked:

- Player movement
- Inventory
- Market
- Save system
- Transition between scenes
- coin system
- appearance system
- Interaction with the environment

Conclusions:

Although the task said 48 hours, I was a little busy to be able to dedicate 2 continuous days to the task, so I was able to finish the entire weekend dedicating less than 48 hours, other than that I felt very comfortable with the requirements, with the necessary points, I consider that I fulfilled them, I really liked doing the task, to be honest I missed that it would have been very good for the demonstration, sounds and better animations to the interface and so on, to add more "juicy" to the game. Thanks for the interview, greetings.