



### TECHNICAL TEST BLUE GRAVITY STUDIOS

During the interview, I developed an inventory and store system in Unity using Scriptable Objects. In the store, each item has a price and a buy button, while in the inventory, the quantity and description of each item are displayed. For the visualization of items in the inventory, I used prefabs with information associated with each object, which facilitates the dynamic update of the quantity and description of each item.

I integrated a money interface to show the result of transactions, allowing the player to see their current balance and how it changes when making a purchase. As for player movement, I implemented the new Unity Input System for a better gaming experience. This included setting up controls for keyboard (WASD and arrow keys), allowing the player to move smoothly through the game world. Additionally, I used Blend Trees to set up player animations, providing smooth transitions between different movement animations.

During the development process, I felt that my approach was solid and efficient, allowing me to complete the base system within the allotted time. However, upon reflecting on my performance, I identified areas where I could have improved. For example, in hindsight, it would have been beneficial to have planned the management of player sprites in more detail, which would have improved the efficiency and consistency of the system overall.

Overall, I am satisfied with the outcome of the interview, as I was able to create a functional prototype that meets the established requirements. However, I acknowledge that there is always room for improvement and learning from each experience.