

Technical Documentation

The task was quite interesting, and there was a good level of difficulty in implementing each feature at first. Using an approach focused on implementing Design Patterns, it was relatively simple to fit each part of the game together. Creating the UI was what definitely required the most work. But when everything was in the project scene, it was quick to include the item update features with the support of the Observer pattern. To create the Input, I used the action-based Input System because it is flexible and performant. The Singleton Pattern helped me create the relationship between the classes with low Coupling.

All requested features are implemented in the current Build, of course there is still room for improvement but I believe that everything included in the project meets what was proposed. A division of scripts was created using namespaces to help organize the code. Each new feature was implemented in a separate branch and when it was functional, it was merged with the main branch. The naming part of each variable followed the usage standards with few comments within the code and with names that really meant the role of each method and variable present in the script.

Given what was proposed, I feel that I did a good job developing the requested project, difficulties arose, the scope of the project was of a considerable size, if we take into consideration the established deadline I think I managed to deliver everything that was requested. As I mentioned earlier, there is clearly room for improvement. I am committed to absorbing constructive feedback and continually improving my skills to offer even more improved and distinct deliverables. I would like to thank you for the opportunity to apply for the position and to be able to show some of my skills during the implementation of this task.