NG+ Test- Milan Gordic

For this Unity Engine test, I implemented an inventory system with a character window and tooltip functionality for each item. I successfully completed most of the assigned tasks, ensuring that the character was fully animated with smooth, top-down movement. All animations were properly synchronized with the character's movement direction.

The system operates through commands displayed in text on the upper-left corner of the UI. Items can be picked up by approaching them and pressing E, at which point they are added to the first available inventory slot. You can open inventory by pressing I, and character window by pressing C. Players can then drag items between slots, and if an item is placed in a designated slot within the character window, it will equip the corresponding gear. If the item is placed out of slots, it will drop the item on the ground and remove it from the inventory/character window.

Since Sonja reached out to me with this opportunity, I immediately accepted, as I preferred not to postpone the task until the following week. Over the past two days, I dedicated approximately 10 hours to completing the tasks.

While most features were implemented successfully, the save system remains incomplete, making it the only mandatory task that was not finished. Additionally, I refactored some of my older inventory code from a personal project to improve its structure and maintainability. Given these factors, I would assess my performance at approximately 6.5/10.