

Gregorio Anselmi's Interview Task

Character controller:

- .(W,A,S,D) for basic movement
- .(Left Click) for Tree Chopping
- .(Right Click) to interact with chests, and NPC.
- .(E) to open/close inventory

System: I started doing the shop and all the items you asked but after a day and a half i couldn't manage to do it, to compensate I started a mini stardew valley like demo, doing some of the simple mechanics for chopping wood, day/night cycle, npc interaction (in console), chest opening mechanic and a inventory.

Demo: I built a tiny experimental scene where you can chop the trees, use the inventory and see the day/night mechanic. It was a small scene but you can test all of this in that space (Day/Night time speeded up to show really fast the mechanic, it could be changed on inspector).

At first I felt a bit overwhelmed because it was a lot to do with a close deadline, But I put myself to the challenge and worked for 3 days, 9 hrs each. Started with the basics like tiles and player movement, then went to the intermediate as camera, UI and behaviors. I used github and github desktop to commit my changes and uploaded them to the cloud as a good method. When facing a problem I looked in the Unity docs, Youtube and google for specific errors. In the process i knew a video game programmer who helped me debugging a inventory error which didn't show me the items i picked up.

The interview was great, you tool me like one of your own and were very kind to me. The task was not to much to ask but I wasn't getting much of a result to impress you so I took another way to prove to you how my Unity and C# level is, I had to look for many things I didn't knew before to do all the mechanics, but I managed to deliver what I aim for.

At last I had a great time doing this for you and learned a lot of new things inside Unity, coding and as work flow experience.

I hope to learn a lot working with you and become the professional I'm aiming for, as a junior that would be a long experience but I wish to give and take all the experiences we are looking for.

Thank you for your consideration.

Gregorio Anselmi