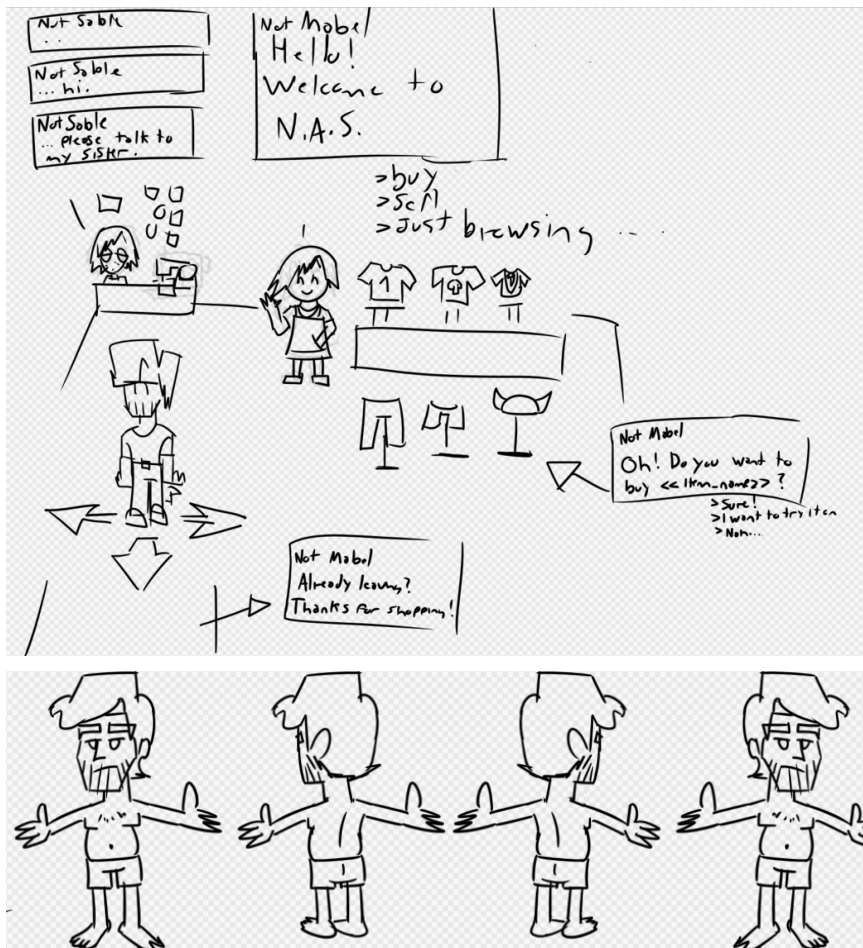


## Development Process

The process I usually follow during a test such as this one is firstly, take a full and slow read of every task that is provided in the document, and start thinking about the system and designs. Due to my artist side, I usually draw some crude sketches of how I envision the game in its final state.



After having a clear image of the final game, I start designing the systems and mechanics. While diagrams are oftenly used, they sometimes may hinder my development, as you see each system independently, when most often than not, they are relations and dependencies are unforeseenly dubious, such as a StringTable that may depend on the implementation of the Dialog system (will it be a static class? Or will it require monobehaviour methods?), while it's also a requirement for it.

So I usually start creating empty classes, and trying to imagine how they would reference each other (UnityEvents? Class references? FindComponent?). Most of the classes at this point will only have functions that throw NotImplementedException, or Debug.Logs their own method name, and unused variable and references (with the exception of straightforward functions, such as getters and setters)

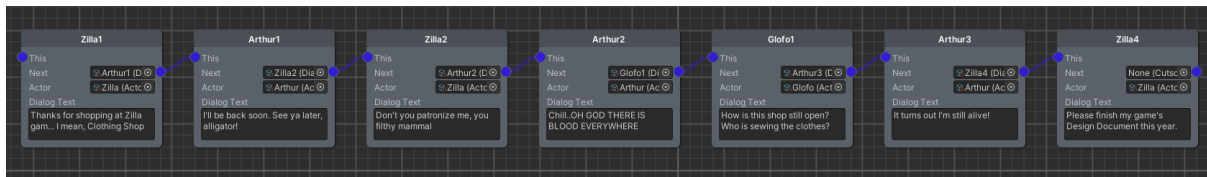
Only after a feature has its task components named and created, I start its development.

After finishing code features, I like to take on takes from other game areas, such as Illustration or 3D art, or even just placing objects in the scene, to catch a break before getting back to typing words.



## My performance

Something that caught my eye in this project is that it had a Dialog UI System task, which is a feature in plenty of my personal projects. So I overshot and planned a NodeGraph Cutscene dialog system, which sadly hindered my project delivery past the target date, leaving the other systems unfinished. I often like to focus deeply on a single task, and the short development period of 4 days blinded me into how much time this system was taking, and I had to abandon its development 3 days in to complete the others.



This mistake sadly impacted the development of the project, but after this delivery, I will still work upon it in the next few days, as this system is still of great value to me and my personal projects, but this work will be pushed into another branch.