

Blue Gravity - Interview Task

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In the Interview Task that was assigned to me, I took upon myself to build a simple but interesting game, in which you could collect resources from the area and sell those, allowing you to buy more different clothes. Besides the collecting aspect, the main features are the Clothing Shop and the Inventory, along with the aesthetic changes that you can make to your character. In the game after buying the different clothes, you can equip them, with these changes reflecting not only on how your character looks in the inventory, but also in the gameplay. I started with the easier aspects of the development, and after having a good base I slowly approached the more challenging features, such as the animation and the stores.

During this task the biggest challenge for me was trying to match the changes in clothing with the character's animations. The idea that I had from the start, of using several Animation Controllers in order to match the different animations based on the clothes worn, was not really viable. Because of this change of approach I had to spend some of the time researching and looking for different ways to achieve this. Even after researching, the most that I managed to do was using animation events in order to change the sprites of the clothes, depending on the character's orientation. If I had had more time, I would have liked to improve on this aspect and deliver a smoother animation match.

In general this was an incredibly enjoyable and quite challenging experience which I'm grateful to have the opportunity to have done. I believe I am delivering a high quality work according to the given time, with a good balance in the different aspects needed for the creation of a game. I tried touching up on as many aspects as I could, and showcasing my abilities and knowledge in Unity.