Blue Gravity Interview Task by João Amadeu
300 word report

First step is to create a playable game. We create the core mechanics using placeholders. The components were planned taking into consideration the possibility of online playing. The assets were most downloaded from the internet and then modified to be adapted to the game.
At the late stage of developing, there was a problem on the schedule regarding implementation of additional features. This plan was forfeit and the direction of development then was just on the tasks asked.
A wallet item is obtainable in the drawer but its implementation wasn't done.
The project has its core features, except for the buying and selling of items.
The delivery was done at its limit but within it.

Part of editor code came from here:
https://tech.innogames.com/customizing-unitys-project-window/