

To start, I investigated the references provided and I had a small idea of how I wanted to make the prototype with the functionalities requested in the interview, already with the most formed idea, I began to look for free 2D art that would help me implement the mechanics thought, after find art, I decided to make a list of the main tasks to develop the prototype, the system is based on collecting collectibles around the map such as wood, rocks or crystals that you can later sell in the store for gold, to buy new appearances that you can equip from the same store or use the gold to buy another collectible, the collectibles on the map will reappear after a while of being obtained. The store is made in a scalable way so more items and appearances can be added in a fairly simple way, likewise with the collectibles scattered around the map.

The whole game works based on clicks, for example to move around the map you must click where you want to move, if you want to access the store you must click the seller, likewise to obtain the collectibles, all the interactive objects in the the map are highlighted with a box when hovering the cursor, and also when the character is close they indicate what action you will take when you click the interactive object. Interactive objects have a time in which the character must be performing the corresponding action to deliver the collectible reward.

Also all game progress is saved locally in realtime through the Unity PlayerPrefs utility. Therefore every time you open the game you will have the amount of collectibles that you obtained in previous matches.

Regarding my self-criticism I think I did it quite well, I made a clean, scalable and stable architecture as well as a good organization of the project folders but it can always be done better, I would have liked to be able to find or create 2D art with higher resolution but by organizing the time, I decided to occupy the current ones that, although they are not of the best resolution, have similar aspects to each other, forming a world according to what I was looking for.