Blue Gravity Task Development

During the development of the Unity 2D prototype as part of the interview task, I followed a systematic approach to ensure a comprehensive and functional outcome.

I initiated the project by creating a public repository with a specified .gitignore file. This allowed for effective version control and management of the development process, keeping irrelevant files out of the repository.

I then imported essential 2D assets, organizing them within the project structure for easy access and efficient utilization. The settings for these assets were optimized in Unity, ensuring a seamless integration that aligns with the desired art style.

To bring life to the gameplay, I began with the creation of a player prefab. This streamlined the management and customization of player attributes.

In order to maintain the authenticity of pixel art, I integrated the Pixel Perfect Camera package and configured the upscale Render Texture option to suit various display resolutions.

The Unity Input System package was incorporated, enhancing player interaction and action implementation. This facilitated the integration of player input actions, making the character responsive to user commands.

Designed a player controller script that efficiently managed character movement and controls.

The world was designed using Tilemaps, forming the backdrop for gameplay scenarios. Furthermore, I laid the groundwork for the game's architectural framework, establishing a solid foundation for future system expansions.

I integrated a shopping list feature to enhance the player's interaction with the game environment. Additionally, I introduced a player inventory system, providing players with a seamless way to manage acquired items throughout the gameplay.

In conclusion, this documentation encapsulates my development strategy, decision-making process, and self-assessment. The systematic implementation of these steps has led to the creation of a robust Unity 2D prototype. It has been an enriching experience that showcases my skills in Unity and C# programming, as well as my commitment to producing quality work in a limited timeframe.

I have created two builds, one for macOS and one for Windows. They have been placed in the 'Builds' folder.
Github: [JosePG1/blue-gravity-task (github.com)](github.com)