Interview Task Summary - José Tomás Guzmán

This project utilizes a solid foundation for what it aims to achieve regardless of the small scope that it has.

The project is mostly an exercise in order, structure and habits, since I kept in mind that this project would be reviewed and thus I treated the project and the repository as if it was a project being worked on by a team rather than myself.

The project utilizes a simple character controller that moves around the scene, which itself and its colliders were set up with the Unity tile map capabilities.

From the get-go I envisioned this project's features being implemented by mostly going back and forth from the gameworld into the UI. This led the way and made the interaction feature what I spent most of my time on(besides the world building and all the project structuring that I did inside Unity).

Because of this, I tried using a system to interact with the world using patterns and approaches that I feel scale well, I created an action that the player triggered whenever he interacted with an object. This approach would be used to help different components work in unison by observing the same event.

As detailed in the readme, The project lacks features that were requested, which is unfortunate but I do feel confident that my capabilities are being displayed with the amount of work that I provided. The system I just detailed would be used to change outfits, make monetary transactions and whatever other type of events were needed.

Overall I'm really happy with the results, and there were quite a few challenges that I enjoyed solving. Being retroactive I think my focus should've been more on coding itself in order to show that particular skill even more. But I'm confident that this project communicates that I am a versatile Unity developer.