BlueGravity - Tech Interview Resume

I have a lot of things made in this project, but let's start with the beginning.
In the first, i prefer to make a plan to execute this project, I wrote all the bullet points on my whiteboard and I made a fast UML diagram to set a skeleton and a workflow for this task, this made the process a way easy, knowing what code I have to do and what will connect with, than I search all the external things that I could need, the most of this was art for the game, but I imported two codes, the first one was my own EventManager, making some modify for this project and the second one was a Serialize Dictionary to see it on editor, for better performance and faster settings, that was basically the first day, planning everything and set everything.
On the second day I was fully committed to unity, coding everything like I was planning on the UML and creating UIs, players and environment with the art I imported on the preview day.
Like in all the project, I found myself on situation that I don't see on my planification, so I have to stop and see how I can resolve this problems with the most efficient method, so sometimes i has to go back to the UML to see how can I made better code, instead of just code on a rush.
In the end, I like the result of this project. I think maybe I can add some sounds with a SoundManager or maybe use art of one style if I found something free.
This is one of my best codes made in a short time, having a generic interact system, an inventory system for each player, an economy system and also a responsive UI for inventory.
Thanks for giving me this challenge and I will wait for a review!