

For this interview task, I developed a 3D prototype focused on character movement, world interaction, inventory mechanics, and a basic mission system. The core gameplay revolves around a cat exploring an island, collecting materials, and delivering them to an inventor friend to construct a catapult. The prototype features interactive items that can be picked up and placed in a slot-based inventory, as well as consumables such as a hat for cosmetic purposes, demonstrating item usage and interaction mechanics. The UI dynamically updates according to inventory contents, providing tooltips and visual feedback. A save system ensures inventory persistence, tracking collected items, items in the inventory, and mission progression.

During development, I first analyzed the task requirements and referenced games like Stardew Valley, Minecraft, Little Kitty, Big City, and my own project [Too Much Work for Only One Goddess](#). I decided to create a simple collection and delivery loop as the main gameplay mechanic, with optional missions and puzzles as potential enhancements. Initially, I considered a “rat escaping the sewer” narrative but switched to a cat-themed story due to asset availability. I implemented character movement and animation first, reusing previously tested scripts for efficiency. Next, I built the inventory system with ScriptableObjects to minimize duplication and ensure modularity. Finally, I integrated a save system, which was the most complex part, consulting documentation and external resources to ensure correctness.

Reflecting on my performance, given the 48-hour timeframe, I completed all core mechanics including movement, inventory management, item interactions, and save/load functionality. I also added environmental elements, music, and a tutorial explaining the gameplay and story. Although I did not include advanced UI animations due to time constraints, I prioritized functionality and code organization, ensuring clarity and maintainability. Overall, I consider my work effective and polished for the time available. I enjoyed the challenge and the opportunity to implement my ideas creatively, and I believe the final prototype demonstrates both my technical skills and design sensibility.

[Marielle Fidelis](#)