

The game i did for my interview test was made in approximately less than 72 hours the reason why i get less time is that i got Covid the previous weekend to the test so it was difficult to me to work , but once i get a little better i managed to do what i think is a good prototype, my game was inspired in a space life simulator concept with tasks to do to earn money, the currency in the game is the chips and they're used to unlock new zones and buy new outfits in the shop, i was looking to do something different from the classic Stardew Valley so my first choice was something in the space, the main mechanics are basic, you're a space traveler in a ship and you generate chip with the machines that are in there, at first you only have a computer that produces a minimum amount of chips, but with this chips you'll be able to unlock new zones with machines that produces more and more until you reach the nuclear reactor that is the most powerful machine, also, you can use this chips to buy new outfits in the shop, talking to the NPC that is in the hub. Honestly, i'd love to do many other mechanics and improvements to the prototype but i didn't know if i was doing good putting this mechanics or i should been only made the shop system, anyways i already did it so i hope it was right, i enjoyed doing this prototype as i enjoyed programming and designing all my games, i hope i could work with you guys and be part of the team, anyways thanks for the opportunity :)