

# UNITY DEVELOPER INTERNSHIP TRIAL - TASK 1 REVIEW

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## Task 1: Unity Project Setup & GitHub Integration

### Overview

This document outlines the process, decisions, and reflections on Task 1 of the Unity Developer Internship Trial at Runic Dices Entertainment. The objective of this task was to set up a Unity project, integrate it with GitHub, and establish a solid project structure while adhering to best practices.

### Timeline and Initial Steps

#### Receiving the Trial Brief

- Email Received: 12:54 PM
- Joined RDE Discord Server: First attempt at 13:33 PM (accidentally logged into a newly created account), successfully rejoined (with personal account) at 14:45 PM.
- Personal Prior Commitment: Sprint review meeting for another project from 1:00 PM to 4:00 PM.
- Start of Task 1: 5:00 PM after returning home and reviewing the trial brief.
- Completion of Core Task 1: 5:50 PM.

### Approach & Execution

Since I have extensive experience setting up Unity projects and GitHub repositories, I took the initiative to complete this task efficiently. By tackling this on the first day, I ensured that the foundational setup was in place for the following days, allowing me to focus on implementation rather than setup.

## Completed Steps (Chronological Order)

### **1. *Created GitHub Repository:***

- Chose a professional and descriptive name: Juan-Isometric2D-RDE-Trial.
- Added a concise and clear repository description.
- Initialized the repo with a .gitignore file for Unity.
- Created an empty README.md file.

### **2. *Cloned Repository Locally:***

- Used GitHub Desktop to clone the repository to my system.

### **3. *Installed Unity Version:***

- Downloaded 6000.0.24f1 from Unity Archives as it was not available via Unity Hub.

### **4. *Created Unity Project:***

- Named the project Isometric2DGame as per the brief.
- Moved .git files into the Unity project folder and re-linked the path in GitHub Desktop.

### **5. *Structured the Unity Project Folders:***

- Organized the project with well-defined root folders:
  - Animation
  - Assets
  - Prefabs
  - Scenes
  - Scripts
  - Settings
- This structured hierarchy promotes modularity and maintainability.

#### **6. *Updated README.md:***

- Added an overview of the project and trial.
- Documented trial tasks, project setup, and scripts directory structure.
- Included a repository URL.

#### **7. *Created Informative Readme Objects for Each Root Folder (Unity):***

- Inside each root folder, I placed a folderName\_Readme object containing text and images explaining its purpose.

#### **8. *Organized Task-Specific Scenes:***

- Each trial task has a dedicated scene folder, ensuring separation of concerns and structured development.

#### **9. *Prepared Assets for Future Tasks:***

- Found CC0 8-direction character sprites from a previous game jam project.
- Used Aseprite to create missing idle animations.
- Located an enemy sprite that required reformatting; used Photoshop to adjust the tileset layout.
- Documented original and modified assets inside the Unity project for organization and documentation.
- Created a Licenses folder with credits and source links for transparency.

#### **10. *Addressing GitHub Repository Sharing Confusion:***

- The brief mentioned: *"Once the tasks are complete, share a fork of the repository with us."*
- Since I was the owner of the repo, forking didn't apply. After researching the Discord server and prior messages, I assumed I needed to add RDE members as collaborators with view privileges.

- Contacted Leó Ólafsson (CEO & Founder) at 5:50 PM to clarify.
- He advised reaching out to Radu C. Matusa (Technical Director).
- Radu later created a dedicated trial channel at 9:24 PM, confirming that trials hadn't officially started yet.

## **Challenges & Reflections**

### **Handling Unclear Instructions**

The brief intentionally left gaps to test our initiative and problem-solving skills. The ambiguity around repository sharing required critical thinking. Instead of immediately asking for help, I:

- Re-read all relevant documents and messages.
- Researched the Discord server for similar queries.
- Evaluated logical alternatives before reaching out.
- Chose to contact the CEO directly (given that while researching the server, I saw previous messages of him encouraging people in a similar situation as mine to contact him directly, and since I didn't have Radu C. Matusa Discord's username, I took the step of messaging Leó Ólafsson) instead of making an open query, demonstrating efficient problem-solving.

### **Taking Initiative Before the Official Start**

While the official start date was postponed, I proactively completed Task 1 ahead of time. This allows me to:

- Have more time for the actual development tasks.
- Show that I am an efficient, self-driven candidate.
- Maintain a structured workflow and ensure everything is properly documented from day one.

## Next Steps

- Finalize the workflow diagram & time estimations (using Lucidchart).
- Begin implementation of Task 2: Isometric Player Movement & Input System once official instructions are received.
- Maintain structured commit logs and dev logs for each task.

## Final Thoughts

Completing Task 1 early demonstrates my ability to work independently, plan ahead, and execute tasks efficiently. The structured GitHub repository, Unity setup, and project hierarchy will ensure a smooth workflow for the rest of the trial.

This dev log will be included in the GitHub commits for transparency and professionalism.

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