

Hello, how are you?

I would like to start by describing my creative process during the interview. The project took approximately 3 days to complete and I will be describing each step below:

(01/13/2023) I started the development of a game with the conception and planning, where I defined the basic idea of the game, the genre, the functionalities, and the goals of the game.

(01/14/2023) I created a prototype of the game to test and validate my ideas and concepts. Then, I started the actual development, where I work on creating the game, including programming and design.

(01/15/2023) I conducted tests and validation to identify and fix issues and ensure that the game is in line with the established goals. Finally, the game is ready, I made available all development stages for download.

I think the game development process is very challenging and rewarding. It's a great opportunity to put my programming, design, and art skills into practice, and to work as a team with other developers. I believe that the game I developed was successful, because I believe that I achieved all the established goals and obtained a lot of knowledge implementing mechanics I had never explored before. However, there is always room for improvement, and I will continue to work to improve myself and offer an even better experience for players.