

The project was made using Unity 6 2D to make the most of the time given. To start, I created a sprite-sheet for both the map and characters to use on the project using a sprite, then using the Animator tool to animate both the Player and the Enemy.

Using the Input tool I've created the controls for the Player prefab and created the collision with the scene making use of Raycasts. With a trigger I've made the attack interaction with the Enemy and created the Dead state for the Enemy class.

Using Canvas, I've created the UI for the inventory that uses the drag and drop Unity library to enable me to change the items from a slot to another. Implementing a feature to consume and add more items to the slots by the use of a Scriptable Object.

Unfortunately, due to some personal matters I wasn't able to work fully in the project, and found a bug in the 6000.0.35f1 Unity version, with which I lost a significant amount of time fixing it at the end of the project, sadly both problems that unable me to finish the Save/Load feature and some bugs were found and left untouched due to the lack of time.

I've used references from codes of previous projects, but all of the code was written specifically for this project and all the sprites were made during the interview.

Beside all the problems that I had with the Project, I'm proud of what I created, implementing simple but functional animations and attacks, making an inventory with stackable items, and using Scriptable Objects to create the items, and solved the unexpected problems that appeared. I've learned a lot with this interview and I'm grateful for the attention.

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Link to the bug found:

<https://discussions.unity.com/t/serious-issue-with-sprite-renderer-and-animations-that-update-material-properties-on-them/1545962>