

Hello Blue Gravity!

Thank you for the opportunity to take part in this programming test.

The test was particularly interesting due to its focus on inventory and item management, which required me to make decisions to ensure the code was both scalable and modular, and most importantly, fun to play. This approach allowed me to build a solid yet simple foundation for the system.

To facilitate communication between the different systems of the game, I implemented an Actions-based system, which enabled efficient and decoupled interaction between components. Another interesting challenge was working with ScriptableObjects, especially due to their limitations with the save system. To address this, I designed the save system so every individual item takes care of its own save and load, with a central Manager that calls all the functions.

The core gameplay loop creates tense platforming moments where players must collect items from chests while being chased by a fog. This hazard constantly approaches the player, creating urgency to reach the exit door before being caught. The character movement features responsive controls balanced with just enough weight to make escape attempts feel thrilling.

All assets were sourced from external platforms like the Asset Store, and itch.io. I will include all asset links in the GitHub README for reference.

Overall, I had a lot of fun! This was a great experience that challenged me to implement all mechanics within a short timeframe. Thank you for the opportunity, and I hope you find my work satisfactory. Have a great day!