

Developer Summary

I chose to create a short game inspired by the atmosphere and aesthetic of classic PS1-era survival horror titles such as Silent Hill. I aimed to demonstrate technical proficiency while delivering a visually distinct and emotionally immersive prototype. The game is built in Unity (version 6000.0.35f1) using C#, with a focus on modular code structure and reusability. The core mechanics implemented include character movement, animations, and environmental interactions such as item pickups and NPC conversations. I also developed a slot-based inventory system with full support for drag-and-drop item movement, item usage, and persistent save/load functionality that tracks inventory states across sessions. The UI updates dynamically based on inventory changes, and an intuitive hover system displays item details via tooltips. I used a combination of pre-made and custom assets to ensure the visual style was consistent with the game's intended tone. In addition to the required features, I incorporated small environmental puzzles and interactive elements that reinforce the eerie mood, such as lighting effects, ambient sounds, and fog volumes. These were inspired by the original Silent Hill's use of minimalism and psychological tension. Throughout development, I committed frequently to GitHub with descriptive messages, maintaining clear version history and development transparency. I also prioritized performance and playtesting to ensure the build was stable and enjoyable. Overall, I believe this project reflects my ability to handle open-ended design briefs, implement clean systems, and consider aesthetic cohesion alongside technical goals. If given more time, I would expand on NPC behaviors and enemy encounters to deepen the gameplay loop. I thoroughly enjoyed the challenge and appreciate the opportunity to showcase my skills.