**Project Documentation: [Blue Gravity Interview]**

**Duration: 48 Hours**

**Name: Sebastian Osorio Arango**

**Day 1:**

**- [10:40 am]** Started the project.  
In this part I read all the documentation and tasks and objectives of the project.

**- [11:00 am]** Defined project goals and objectives.

Defined the struct of the project and how I would achieve this.

**- [11:20 am]** Conducted initial research on project topic.

I start to investigate about some topics such as the top down view, the shop system of “Sims”, and “Stardew Valley” (top down camera).

**- [11:40]** Created a project and task list.

Created the project in unity, in the correct version and started to write all the tasks in my board.

**- [12:00]** Implemented all the assets and configurations.

Implemented the specific assets to achieve my goal and a good product, such as the URP (Universal Render Pipeline) for the graphics and good optimization, some assets for the art, because time ago I bought a Viking low poly asset, “AllSkyFree” asset for the sky box and a “Cinemachine” for the camera, because I thought about a good transition between two cameras.

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**Day 2:**

- [Time] Implemented [Specific Task/Feature].

- [Time] Debugged and resolved [Issue/Challenge].

- [Time] Collaborated with team member(s) on [Task/Feature].

- [Time] Reviewed and organized project code/files.

**Conclusion:**

- Successfully completed [Milestone/Goal].

- Achieved [Specific Outcome/Result].

- Overcame challenges including [Challenges Faced].

- Learned valuable lessons about [Lesson Learned].

Overall, the 48-hour timeframe was intense but productive. The project enabled me to enhance my skills in [Skill Areas Improved] and provided insights into [Key Insights Gained].