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

**Duration: 48 Hours**

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**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.

**- [13:00]** Implemented the scenario and assets.

**- [14:00]** Started to code and implement the inputs with the new input system.

**- [16:00]** Take a break for the family and university.

**- [18:00]** Making the states machines for the behaviour of the character.

**Day 2:**

**- [9:00]** Implemented the states machines and the new input system together.

**- [11:00]** Defined the behaviour of the shop and inventory system.

**- [12:00]** Investigated more about the equipment and shop system.

**- [14:00]** Implemented the corrects states for the shop and inventory (State Machine).

**- [16:00]** Implemented the logic for the shop keeper and the inventory input.

**- [17:00]** Implemented the logic for the shop and sell system.  
In this part I did a quick system where the parts you equip are already in the character, I know there is a better way to keep performance and mobility with more items, but I have to investigate more.

**- [18:00]** Final testing and fixing of bugs.

**Conclusion:**

- Successfully completed top-down game where you can buy and sell items that you can also equip in your inventory.

- Overcame challenges including the states machines for the different behaviours and the new input system.

- Learned valuable lessons about UI, design and shop / equip systems.

Overall, the 48-hour timeframe was intense but productive. The project enabled me to enhance my skills in game development and provided insights into design, states machines and shop systems.