Project Review Document

Blue Gravity Studios - Unity Programmer Task

By: Sérgio Macellani

The developed system uses multiple scripts for character control, blend trees for smooth animation transitions, and a color swapping system for items, giving the user different options, and more could be added easily when given necessity. Using Cinemachine allowed me to add smooth camera movements and automatic adjustments. User Experience elements, like gradual value increments and immediate visual feedback were integrated to enhance the player's experience. I organized items and inventory using scriptable objects, facilitating management and have also implemented inventory saving functions and improved the ease of filling out the customization items table. I ensured that vendors always looked at the player for a more visually interesting experience. During purchase or editing, the camera zooms in and focuses on the character for better visualization.

My thought process focused on implementation efficiency. I started by sketching the overall structure of the system and identifying the key components needed, then proceeded with the implementation of each component individually, testing and refining each one to maintain the quality of the system provided to the player while also keeping the code clean and organized.

As for my personal performance, I am satisfied with the results. I was able to develop a complex system from scratch, keeping code and folder organization with the limited timeframe. However, I understand that there is always room for improvement and in hindsight, I realize that I could have dedicated more time to optimizing the code and refactoring for extra clarity and efficiency.

In summary, I am pleased with my performance and the final result of the project. I believe I've displayed a good understanding of programming principles and logic and system design. I look forward to future opportunities to learn and further enhance my skills.