Title: Game Testing Kevin Arzate

Dear Blue Gravity Studios,

I am pleased to submit this documentation detailing the development process, my insights from the interview, and a personal assessment of my performance in creating the game. This document aims to provide a comprehensive overview of the system, the considerations made during its development, and reflections on the development experience.

System Overview: The game, "Kev Demo Experience," is an adventure game presented in Pixel Art with a top-down view. It features a store and sell system for user interaction, a dialogue system for communication with NPCs, and an attack system capable of breaking certain in-game objects. The player's mission is to discover the secret Develop Master Code and place it on the altar. Additionally, players can find coins within breakable items to purchase new weapons and skins. While it is possible for players to collect all coins, it comes at a higher cost.

Development Process: This process involved the implementation of various design patterns, such as Singleton for objects that exist only once in the game and need to communicate specific events. Dependency injection was employed to avoid real-time searching for references, the Observer pattern facilitated communication between different classes, and MVC was used for the Inventory System. All these systems were designed with a focus on adhering to the SOLID architecture, ensuring the game remains open to future modifications and the inclusion of new systems and mechanics.

Thought Process During the Interview: Undoubtedly, the solitary creation of a game is a challenging task, especially when one person is responsible for tasks ranging from creating class diagrams and planning scopes to programming, asset searching, integration, testing, and platform uploading. Despite the difficulties, the results have consistently been positive. This experience reminded me of Game Jams, where managing expectations is crucial to avoiding exceeding delivery time.

Personal Assessment: I believe this project was successful, and I am genuinely pleased with it. While the game is simple at its current level, I see substantial potential for growth by introducing additional systems. Although some systems could be improved, the time constraints towards the end led me to prioritize completion over adding new features. Importantly, none of the preceding classes I created would hinder the seamless addition of new elements.