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Blue Gravity Studios Unity Programmer Task

This project focuses on developing an efficient and expandable store functionality that opens by interacting with an NPC. The main objects managed by the system include the GameManager and GameplayManager, which handle the execution of the level and connect with important managers. The GameManager also contains the scriptable object for initializing the class with important player data, such as the inventory. The CharacterController allows player mobility and interaction with scene elements. AllItemsData contains the direct definition between assets and important information of all items used, such as sprite, name, and description. The StorePanel handles all visual aspects of the store and receives information directly from the store object in the scene, allowing for future expansion of store types through easy changes to a ScriptableObject.

During my interview, I methodically organize my thoughts based on usual questions, ensuring clarity and avoiding mixed thoughts. I follow a structured flow, answering who I am, my professional achievements, and how I solved major programming challenges.

My performance during the assessment was adequate, meeting the main requirement of managing my code while creating expandable and reusable systems. However, I acknowledge that I did not add important elements for a good player presentation, such as sound and direct feedback.

In conclusion, the assessment helped me evaluate my performance as a developer in an open-ended instruction environment, highlighting areas for improvement as a programmer.