

Interview Task Victor Rosas.

My method for tackling this task was to start with the simplest, to perfect it, and then start with the stronger systems. This gives me satisfaction, as if the character's movement and interactions feel polished, the rest is a plus.

After completing the simple tasks, I proceeded to the Main Menu. This addition, which in my beliefs is one of the most important, features a minimalistic but vibrant colored background, rounded buttons, and a pretty simple yet functional options menu.

After completing these initial steps, I already had everything in mind. I wanted an Inventory system in which I could Equip/Sell my items (only sell them if I'm talking with the vendor) and equip them whenever I want. I aimed for a simple menu for the vendor, so I could buy the items from him. Implementing a simple way to equip my items (mainly because I don't specialize in Developing Assets), but I tried my best. The icons, prices, and the money system were the easiest parts of everything. Following this idea, I wanted to create a way to earn money beyond just selling the items in my inventory, so I added Slimes as enemies and Pumpkins that the Player can harvest for money. Each action (Killing slimes and Harvesting pumpkins) will yield 50 gold.

After completing the project, I spent at least 1 hour on quality assurance to ensure everything works great.

I would rate my performance as 8/10 because I know I could have done better, but I had not worked with 2D for at least 1 year, so I had to refresh my knowledge. Once I recalled them, I progressed at a fast pace. Additionally, I only had 14 hours to work on the project because I had to work extra hours to finish another project.

That being said, this was a beautiful opportunity, and I'm looking forward to working with you guys in the future.