OVERVIEW

Whole process took aprox 12-16h. Factors that greatly affected time were: the layout components not working as intended, festive mood, and wanting stuff to look super good and polished cause this is a test.

1. Set Up
    - Created Unity project and Git repo

2. Preparation
    - Exported Figma graphics and locating fonts
    - Created spritesheet for the UI assets
    - Imported and sliced graphics in engine

NOTE: It is suggested that reusable graphic assets (such as panels, bars, buttons, etc.) are prepared for slicing (https://docs.unity3d.com/Manual/9SliceSprites.html) *(See image 1 below for example)*.

3. Implementation
    - Placed UI assets in scene and divided them in respective sections (header, scroll view, navbar etc)
    - Created reusable Prefabs (buttons and cards)
    - Added “scaling content based on text functionality” using the Unity Layout Elements components
    - More or less anything else that was requested in the mail, regarding the visual result (hopefully xD)
    - First try on responsive layout - played around with object’s Anchor Presets

ISSUE 1: Layout components kept breaking stuff. Adding something on a gameobject resulted in total chaos.
SOLUTION: Refresh memory on layout elements, lot’s of googling and brute force trial and error
ISSUE 2: Scroll View’s content wasn’t scrollable.
SOLUTION: It was fixed by adding Vertical Layout and Content Size Fitter components.

4. Functionality
    - Can add/remove achievements using DummyData Scriptable Object.
    - Can press “E” to earn achievement
    - Can open and close UI using NavBar buttons
    - Added ability to dynamically change content (counter, cards list, card content)
    - Dynamically populate list
    - Cards support truncated texts (single line, 22 chars)
    - Bug Fixing

NOTE: Didn’t pay too much attention on architecture, but tried to keep things moderately clean
ISSUE 1: Dynamically populating card list resulted in UI not being updated correctly.
SOLUTION: Using Coroutines and Animations seems to have solved the issue

5. Responsive Layout
    - Polished objects' positioning using correct Anchor Presets and Padding for vertical orientation.
    - Fixed elements that weren't following size changes and spacing correctly

ISSUE 1: Couldn't make things scale properly when changing screen size
SOLUTION: Added Canvas components to various elements that should be scaled differently with different Canvas Scaling settings.

6. Motion Graphics

- Created animations for Open and Close UI states using the Animator/Animation Tools, DOTween library and Coroutines
- Implemented them in code

ISSUE 1: Couldn't make the card panel "slide down" motion, cause pos Y was driven by parent Layout Components.
SOLUTION: Had to change elements hierarchy and tweak the animation
ISSUE 2: Populating list live, resulted in weird scrollbar jittering.
SOLUTION: Made scrollbar fade in after list was completed.

7. Polishing
    - Made various minor tweaks in code, animations and scene
    - Created UI Panels Prefabs

MOTION DESIGN - THOUGHT PROCESS

Keywords: minimal, guiding, rewarding | Target Audience: females, between 25-40

- Used minimal motions in order for the design to be adult-friendly, satisfying and engaging.
- Used subtle animations, intending to guide player gaze. 1) The title and counter appears first entering from the sides. 2) Cards fade in one by one. 3) Text appears based on hierarchy and reading order 4) Icon uses an opposite motion for contrast in orfer to drive player attention. 5) Finally, scrollbar fades in to indicate that the list is now interactable
- POLISHING IDEA: A small animation can be played when clicking a card. Such interaction could make the design feel more engaging and rewarding.
- POLISHING IDEA: Some motion design could be used when player has acquired a new achievement to drive their gaze and give a sense of reward (new shiny thingy!).

QUESTIONS

1. Is there a reason why the bottom padding is different in the first card and rest? (see image 2 for reference)

IMAGE EXAMPLES