Development Process Summary: Blue Gravity Studios Interview Task

I embarked on the challenging process by tackling the aspect that proved to be most formidable for me: art. Recognizing my limitations as an artist, I sought modular character assets and scene props. While free resources were scarce, I ultimately utilized "Mighty Heroes" for the character and "Super Retro World Interior" for the scene. Concerning the User Interface (UI), I opted to use Unity's base elements, except for two icons, prioritizing functionality over aesthetics.

In the code development phase, my emphasis was on creating a highly scalable project. Scripts were designed with modularity, making it easy to add future features and ensuring user-friendliness. The project was optimized, maintaining a lightweight workload with few simultaneous tasks.

Regarding organization, I took a meticulous approach, grouping all scripts into folders and creating prefabs whenever possible. This structure aimed to ensure maximum scalability, facilitating potential updates and expansions.

Assessing my performance, I believe I delivered well-polished code. While there's always room for improvement, I feel I met expectations within the given timeframe. Code organization was also a priority, and I don't identify significant gaps in this aspect.

As for the art, I acknowledge that, given my limitations as an artist, the result could have been more satisfactory with more time and resources. The lack of artistic skills manifested in less elaborate interactions and effects. However, I believe that, given the circumstances, I managed to integrate the art into the project cohesively.

I express immense gratitude for the provided opportunity and hope that my work aligns with expectations. I am open to constructive feedback and eager to discuss how I can further contribute to the success of projects like Little Sim World.