BLUE GRAVITY PROGRAMMER INTERVIEW

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Interview Task

SYSTEM

The system works as requested, with the exception of **selling items**, which is not possible, an oversight on my part. The player can **move** with keys WASD or Keyboard Arrows and **interact** with key **E**.

When interacting with the **NPC**, the player can **buy** items using gold coins. After buying items, the play can **open the inventory** and **equip items** by clicking them.

THOUGHT PROCESS

During the whole task, I tried to make systems that were decoupled, modular and encapsulated, which is a challenge, considering that so many of the systems "talk to" each other.

Something that I focused on was adding little details, like some light player acceleration using animation curves, music, sound effects, a camera and "future proofing" the game, which wasn't really needed.

PERSONAL ASSESSMENT

In the past, I have already made systems like this one, but I can say this one is the one I put the most effort on, implementing different design patterns when needed.

I believe the final result is satisfying, with the exception of the **sell item feature**, which was not implemented.

As for time management, I took way too long to start the task, which made it even more challenging, due to other real life obligations (I'm a teacher, was at work when the task began, couldn't start until the morning), but also because of I was looking for proper assets to make the game look good.