

System Explanation and Thought Process

During the interview, the goal was to create a system to save and load inventory data in a game. The primary focus was on utilizing Unity's JSON system to store player data such as inventory items, and implementing this with proper file handling using the file and JsonUtility classes.

The inventory system itself was structured to hold items as scriptable objects. This allowed for easy management of item data. By using JSON, we ensured that the saved data could be shared across sessions. The system's design also considered whether or not the inventory was already saved and allowed the player to save their progress before quitting or restarting the game.

During the interview, I focused on structuring the code to be both clean and modular. I started by defining a SaveSystem that would handle both saving and loading inventory data. I also took into account the importance of managing file paths and ensuring that data was saved in the correct location, specifically utilizing Unity's Application.persistentDataPath.

Personal Assessment

Reflecting on my performance, I feel confident in my ability to understand and implement a basic save/load system using JSON and Unity. I could explain my thought process clearly, which helped me build the solution step by step. However, there were a few moments where I could have been more concise with my explanations and anticipated some edge cases in the system, such as handling missing or corrupted files. In the future, I would improve by exploring more optimization techniques and handling different file management scenarios.