The project consists of two scenes: one called "Menu," which only allows access to the prototype, and a second scene where the gameplay takes place. Initially, I read the document about the test and created a plan in the form of bullet points, prioritizing the most important tasks over the less critical ones.

I understood that the inventory interaction seemed to be a very important part, so I started the development by creating all the necessary structure to implement it as soon as possible. I am already accustomed to creating games based on Scriptable Objects, so this was quite straightforward for me.

In 2020, I had already created a prototype (code available on GitHub - RPG Project) with some similar mechanics, such as UI drag-and-drop and an inventory system. I used some of those workflows as a guide to develop this prototype.

I thought about adding more features, such as simple combat and spawning the weapon in the character's hand. I even imported some elements from the Health class for this purpose, but I realized that I wouldn't have enough time to implement them with quality, so I only implemented a way to visualize the effect of the consumable item "Health Potion."

When I started working on the "less important" items on my list, I focused on trying to create a visually pleasing world using assets I found in the Unity Store and OpenGameArt.

I believe my performance was good. I understood that part of the test was evaluating what could be accomplished within the available timeframe, so I had to make decisions about what I could or couldn't add.

About pre-made things:
- All UI, audio and 3D models are pre-made, downloaded from Unity Asset Store, OpenGameArt and Mixxamo.
- There are no classes that were completely "copied" from my other projects, but I used other projects as a guide for what to do and in what order.
- Even the Saving System classes and drag-and-drop interfaces that I had already programmed in other projects, when used as a guide, were adjusted and underwent significant changes specific to this prototype.