

Alfredo Estrada - Personal assessment.

I hadn't used Unity in a while, so it was a very enjoyable experience. First, to refresh my memory, I decided to create a first-person controller. (I know many developers download it from the Unity Store, but I needed to warm up.)

Then, I focused on what I remembered the least: the inventory UI.

It took me a lot of effort to remember where the buttons were in Unity, and I was slow to create a decent UI because of that. I had gotten very used to using Godot. So, after designing the UI, I started working on the functionality—drag and drop, swapping items, etc.

After that, I took a break from programming and started looking for some art for the UI. I found a pack that seemed interesting; it looked inspired by Diablo or CRPGs, so I decided that the game would be a retro dungeon crawler.

After browsing around for more art, I went back to coding. The next step was the Scriptable Objects, and I decided to focus on that since it was the most important part of the task, from what I read.

I have to admit that I had to watch a few tutorials—it's all a little convoluted—but after refreshing my memory, I followed along with a YouTube tutorial that was doing something similar to my project.

I didn't finish the whole thing; I only needed to refresh my memory on how C# and Unity handle data structures. But I did my best to optimize the code and make it clean.

I took a “break” by creating the dungeon map, browsing some retro-looking textures, and tinkering around.

Once I had a simple map, I decided to just make a potion and a sword, just to showcase the difference between a consumable item and an equippable item.

The clock was ticking, and I had to make a Title Screen...

I decided to just add a few text labels and a background, and done! Just in time!!!

Overall I think my performance using was great! I've been using Godot for more than a Year, so I was a little rusty using Unity, and forgot how to do a lot! At first it was hard, but my morale grew every time I remembered something. Programming sometime It's really like riding a bike.