

DUNGEON ONSLAUGHT

System Explanation - Developed by Julián Castellanos

System Explanation:

The saving system is based on a main class that searches for and gathers all objects implementing the "IDataPersistence" interface. Each object stores its data in a variable within the "GameData" class. Once collected, the data is saved into files on the PC for permanent storage, ensuring that the information remains accessible to the player at all times without issues.

The inventory operates through a main class responsible for assigning or removing items from each available slot. Each slot evaluates whether an "InventoryItem" can be stored, determining if it should be saved or exchanged with another existing object. Collectible objects call the inventory function, which decides where and how they should be stored efficiently, ensuring smooth inventory management.

I also implemented a combat system based on animation events for both the player and enemies. Each weapon has its own animation, damage, and functionality, allowing for a smooth, dynamic, and satisfying gameplay experience that enhances player engagement and strategy.

Interview Reflection:

During the interview, I truly enjoyed the development process. Despite the limited 48-hour timeframe, I managed to implement the systems efficiently and maintain a high level of quality throughout the project. I ensured that each mechanic felt right and met my expectations. While there is always room for improvement, the game successfully delivers the experience I aimed for. It was an interesting and rewarding challenge that allowed me to showcase my skills, optimize my workflow, and enjoy the creative process. I hope that those who play it find it fun, engaging, and well-designed.

Self-Assessment:

Overall, I believe my performance was very positive. I implemented functional and well-structured systems, ensuring a smooth and responsive gameplay experience. I felt comfortable developing the mechanics, and although there were challenges, I resolved them without major issues. I am satisfied with the final result, as it reflects my ability to develop efficient, creative, and well-optimized game systems within a limited time frame while maintaining high standards of quality and polish.