

## Systems

The system I created for the modularity of the avatar was inspired by the logic used in 3D games. Given the limitations of time and artistic resources, I chose a system that uses the overlay of spritesheets to create the final composition of the character. This system provides the flexibility of a fully modular avatar. I integrated this system with components that are scriptable objects, making it easier to create and optimized for an expansive game. Additionally, this approach simplifies the maintenance and implementation of new features. An added benefit is the ability to save modifications in real-time, speeding up the process, especially during quick tests.

I encountered some hiccups when using this method. The selected bundles contained redundant information that was unnecessary, and the spritesheets were grouped in an atlas instead of separate animations, which would have been more suitable for my application. Another option would have been using Spine, a more effective tool for my process, but it would have required more specific artistic resources.

During the test, I mainly focused on developing the core system and ended up with little time to polish secondary aspects such as transitions and user interface animations. This resulted in a delivery that lacked the polish I typically apply to routine tasks. I realize that due to nervousness during the interview, my code in the final systems was less clear, and I reused less code than I would have liked.

For future opportunities, I intend to improve my ability to handle stressful situations such as interviews and learn from them. I am constantly studying and am motivated to contribute to larger teams with equally brilliant talents. I believe that with feedback and collaboration, I can raise the level of the team and the company.