Inácio Maio

Game Developer

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Interview Task
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First of all I would like to thank Fresy Quevedo for reaching out and offering this exciting opportunity to join Blue Gravity Studios.

Players can freely explore the shop, engage with the friendly shopkeeper for buying and selling clothes, and even interact with a kitty (who might just have a hidden surprise!). Accessing their new fashion is as simple as pressing "tab" or "i" to open their inventory. With a simple click, players can effortlessly swap outfits or even unequip items.

While crafting an aesthetically appealing prototype was a priority, I initially found myself drawn to implementing additional features, such as the cat. This big scope change, however, led to time management challenges when I delved into building the inventory system. (Side note: this was my first time creating an inventory system, which involved extensive research and debugging!) Overall, it was an incredibly rewarding learning experience, and I'm confident I will tackle similar challenges even more effectively in the future.

Given more time, I would love to expand the inventory so you could equip pants, shoes and torso clothing all at once. This however led to an animation desync problem. Prioritizing the essential features over resolving this desync issue became crucial.

Honestly, I'm satisfied with what I accomplished, particularly considering the time constraints. There's certainly space for improvement, rushing things meant some parts feel a bit rough. Despite these hurdles, I'm genuinely happy with the final product.

I trust everyone will have a fun time exploring the prototype. Looking forward to the possibility of discussing my application further.

Sincerely,

Inácio Maio