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Blue gravity task documentation.

Game System:

The gameplay is rather straightforward: you take on the role of a character who has the ability to purchase and sell clothing items. In the demo, the game is divided into three main components: the shop system, the player's inventory, and the outfit changing system. Among these, the outfit system proved to be the most challenging for me. Initially, I had a concept in mind for its implementation with the animator's assistance, but that approach didn't pan out. I ended up taking a completely different path, which, in retrospect, appears to be a much more effective one, as it turned out to be highly scalable and easy to maintain.

This accomplishment was made possible through the application of certain SOLID principles on certain occasions. For instance, the principle of single responsibility is evident in some of the project's scripts, each of which is responsible for a specific task. Additionally, the principle of interface segregation was followed to prevent excessive direct dependencies. These principles contributed to a more organized and maintainable project structure.

It's worth noting that, to maintain clean and easily readable code, I adhered to some fundamental principles of clean coding. This included using concise and meaningful variable names as well as keeping the classes compact and well-organized, so I decided not to comment the code and let it be self-explanatory.

Development thoughts:

When I initially embarked on the development process, I faced some uncertainty about where to begin – whether it should be the character controller, the shop system, or the outfit changing system. To tackle this, I decided to create a list of key priorities that required attention. I started by focusing on the character and all related aspects. Once I had a solid foundation for the user experience, I proceeded to address the broader systems and features.

This approach to development has enabled me to place a strong emphasis on ensuring that the user enjoys a highly interactive and enjoyable experience.

Interview thoughts.

During the interview, I felt at ease, and the interviewer demonstrated a genuine interest in our conversation and my input. As he described the role I would take on at the studio, I was particularly inspired because video games are my true passion, and I firmly believe that pursuing one's passion is essential.

