When I received the instructions via email, I immediately started thinking about how I would build the game—focusing on mechanics that could be implemented within 48 hours and assets that I could easily find in the Asset Store. After some consideration, I decided to go with a dungeon exploration game where the player needs to find specific items. I also opted for a 3D game since I figured it would be easier to find suitable assets.

I started by downloading dungeon and character assets. Luckily, I found a large dungeon environment that allowed me to spread out the crystals for the player to collect. Next, I installed Cinemachine, which I consider essential for managing cameras in 3D games. Then, I implemented the player's movement using the Input System and set up the animations right away. After that, I worked on interactions with items and NPCs, followed by the inventory system, quests, drag-and-drop functionality for the inventory, and the save system. Finally, I set up the win and loss conditions.

The main goal of the game is for the player to explore the level and find five crystals before time runs out. There are also NPCs scattered around the level that the player can interact with. Health potions serve as collectible items. Adding new items, NPCs, or quests is straightforward—it just requires implementing their unique behaviors.

If I had more time, I would improve the quest system and refine the win/loss conditions in the Level Manager. I'd also add more VFX and SFX to enhance the experience. Another key improvement would be implementing Zenject for dependency injection, as I ended up referencing scene objects in some scripts, which isn't ideal for long-term scalability. Additionally, I'd refine the camera movement since it sometimes gets stuck in tight spaces.

Overall, the test wasn't necessarily "hard," but it was time-consuming. Given more time, I could have polished the visuals and improved the overall structure of the code.