

One of the first problems I encountered when I got the interview exam was how to incorporate the item system into the project. Initially, I struggled with this aspect, but as the development progressed, I realized that the item system doesn't have to be as complicated as I initially thought. The system itself can handle the sorting of items.

Another challenge I faced was how to save skills and items within the project. Currently, I have only implemented skill saving and skill progression, but I need to figure out how to extend this functionality to include items as well.

When it comes to the walking and animations of a 2D character, I had two options. However, I chose the approach that I am familiar with and confident will work, which involves using a rigid body and velocity. This method is beneficial as it allows for interactions with objects within the game. As for animations, I decided not to use a blend tree, as I found blending animations in 2D to be more challenging than I initially anticipated, especially compared to the 3D aspect in Unity.

Regarding the background design, I haven't done it yet. My primary focus has been on building the project's basic functionalities rather than the aesthetics. Typically, I leave the art implementation for a later stage, as it requires more time for me to develop and enhance the visual aspects of the game, which I haven't had the opportunity to do yet.