

Blue Gravity Studios Interview Task

After downloading some assets, I began creating basic scripts for use in the project, such as Singleton, GameManager, UIManager, and the scriptables that would be used to store information about the items to be used.

Once the objects were created, it was time to create the character's Prefab and its scripts.

I developed a PlayerSettings to store information about player items, money, and some actions, while PlayerMovement was being used to control rotation, animation and movement.

After the movement was created, I set up a very simple scene, without many assets, and started creating the classes for the UIs that would be used. I also developed an Inventory System, to organize the items purchased by the player and allow for easier and faster clothing changes.

I was concerned about creating specific classes for each stage, to avoid logic errors and facilitate maintenance, thus avoiding putting too many lines of code in few scripts.

All these classes are being referenced by other classes of higher hierarchy, thus avoiding the use of open and throw functions. Another important detail is that all initialization logic is in the GameManager class, thus avoiding conflicts in initialization order, only the Singleton uses the Awake and some visual effects that use the Start function.

Regarding my performance, overall, I think I did well in the code part, class organization, etc, despite having a little difficulty in finding a UI that matched what I wanted. I think the biggest difficulty I had was finding assets that matched each other to avoid wasting too much time on the challenge making many adaptations that perhaps were not so relevant. But overall, I am satisfied with the task and I hope you are too.