

Blue Gravity Studios Interview - Unity Programmer Task

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Task Explanation

The task instructions involved creating a game, in 2D or 3D, containing 4 main elements:

Gameplay: Character movement, animations and interactions.

Inventory System: Adding and removing items, moving them in the inventory, dragging and swapping the items in the slots, using or equipping items.

UI Design: Dynamic UI, updating according to the inventory contents, hover description of items hovered or selected. A clear, intuitive and visually appealing design.

Saving system: Saves inventory state, auto loading items on game start and slot based persistence for each item.

Thought Process

My main concern was the time frame to do the whole task, as I never built an inventory system before and was away from programming for some time.

Secondly, I was worried and tried my best to keep following design patterns as I saw fit and keeping code as close to the SOLID principles as possible.

Finally I wanted to create an evoking and charming world, with an 8 bit retro look, with an eerie and mysterious feel, in the art style of the level design and UI.

Personal Assessment

I am pleased with the overall look and feel of the game, the art direction turned out just as I pleased, the assets used gave a nice feel to the overall aesthetics that I was looking for. With just a few tiles and about 1 hour of level design I was able to create a neat little level.

I successfully implemented most of the required tasks in the time given, even though I had to rush a few things in the end and had to turn a blind eye to the structure of the code.

I would probably recreate the Inventory System in a very different way now that I have made this attempt, it was an excellent learning experience.

Wish I had more time to continue working on it and improving both the code structure and the world building.

Conclusion

This task was a great opportunity to put my programming skills and design skills to the test. Even if the time limit was short, it was very pleasurable to work on it. Hopefully I could demonstrate what I can contribute to the BGS while working on this task. Talk to you guys soon. Cheers!