

*Please provide 300-word documentation explaining the system, your thought process during the interview, and your personal assessment of your performance. Attach this as a PDF file to Github.*

The system is divided into two entities, the player and the shopkeeper. Two UI one for the shop and other for the player inventory. In the last one the player can sell items interacting with the shopkeeper or equip them when it's not interacting. The frame rate is limited to 60, I use Singletons, an event system, the new Input system, a simple interaction system and scriptable objects (for data or initial configurations).

After reading the programmer interview I extract key information to take into consideration. Then I prepared the necessary tools. Downloaded the specified Unity Version and created an empty GitHub repository. Upload an empty project and create the necessary branches to separate and organize development. Created a Trello board and analyzed and added the necessary features and categories.

To tackle each feature, before starting to code, I made a short simple list of the minimum behavior needed to complete the task, without considering the technical part. After that I fetch for repo changes, pull if necessary and create a new branch to start working. Each point of the previously mentioned list is done and when it's working fine I made a commit to separate the task into different commits in case I need to revert one.

When the task is finished and tested I push the changes. On GitHub I open a PR with a correct title, pointing to the Development branch, me as assignee and in case of team work I assigned the person who should review my PR. Also I always add a link reference to the task, in this case Trello.

Finally I made a general playtest to review bugs. Also the readme file was updated if necessary. When it was working all fine I prepared a PR to the main branch on GitHub as I protected this branch from accidental or unsupervised merges.

My personal assessment of my performance for this task considering the time was good. The look for assets took me a while, as they need to fit the task, especially for the "the ability to equip purchased outfits, which should be visible on the character."

Trello board:

<https://trello.com/b/CHa8zKUJ/blue-gravity-programmer-interview>

Github repository:

<https://github.com/manuelfalonso/Blue-Gravity-Task>