

TEST REPORT

PROJECT ARCHITECTURE

In this project, no distinct architecture was employed. Emphasis was placed on one principle from the S.O.L.I.D concepts, which requires each class to have a single responsibility, ensuring modularity the classes. I am confident that every class in the project successfully fulfilled its purpose. The test's most challenging aspect was designing the shopping system, featuring two types of inventories: the NPC's Shop inventory and the Player's inventory, both with unique properties. I encountered difficulties when instantiating objects for each inventory type, but I eventually discovered a solution using enums to distinguish between them effectively. Scriptable Objects facilitated the creation of item structures populating the inventories, enabling me to tailor them as needed, providing customization options.

INTERVIEW

The interview held immense significance for my professional growth. As my first international interview, it evoked a mixture of nerves and anticipation leading up to the day it occurred. It proved to be a challenging experience due to my communication struggles, but I am currently enrolled in an intensive course to rapidly improve my English. Ultimately, I received a warm reception from the professional conducting the interview, culminating in a positive experience overall.

PERFORMANCE COMPLETION

When evaluating the project, it became clear that some classes could be further refined, possibly by creating interfaces and incorporating mandatory functions. Additionally, the inventory system could benefit from greater scalability by segmenting it more broadly, making it easier to create additional inventory with ease. I also believe that some functions could be leaner, even if they are fulfilling their functions correctly. I'm convinced that the project met the test requirements and that I got the best result I could get, despite some features having been implemented in a simplistic way. These elements can be tweaked and polished over time, ensuring continual improvement and growth.