The game system consists of a Stardew Valley style game with a pixel art esthetic where there is a player who can interact with the world to collect items such as tools (an ax and a scythe), which will then be used to collect materials such as wood from trees, plants and grass. You can also interact with a shopkeeper, where there is a system for buying and selling clothes with different prices, having the possibility of buying clothes if you have the necessary amount of money. These clothes can be equipped by opening your inventory and selecting the item you want to wear. To sell items from the inventory you have to interact with the merchant and when you open the inventory, it goes into sale mode and any item you select can be sold to the merchant if he has enough money for the sale.

During the interview I felt very satisfied with everything proposed, the treatment they gave me was very kind, I felt comfortable and enthusiastic about the position they offered me, since I consider myself suitable to carry out all the tasks that are required of me in it, and eager to learn everything I need to be able to give the best of myself and add more skills to my professional training. The possibility of contributing my knowledge and effort in innovative projects excites me enormously.

I really liked carrying out the task that was proposed to me, I feel very comfortable working with Unity, and this occasion helped me to test my knowledge and my development abilities in a short time, trying to offer my best effort and a good quality of the same to finish with a good final product, being very satisfied with the final result.