Movie Listing

# How to run

The entry point of the app is the scene called “*main”* inside the folder “*\_Scenes*”.

# Intro

The development process starts with a quick identification and overview of the needed pieces: a parser for the csv file and a UI that will show the entries. To keep this super simple, and because time constraints, when the app starts it parses the csv file and will show right away the listing of entries. The listing will be limited to a number so we can keep memory usage in optimal values, and the single element view is simplified with a possibility to check all parse data from that item.

# Development process

For this kind of project, I always start with a quick draw of the overall architecture and trying to identify the pieces that will be needed. Right after that, the setup of the source control and a Kabang board like Trello.

After the initial setup of the board, I will start implementing the tasks, and as the development evolves identifying new parts or tasks and deciding priorities. The time constraint will force some tasks to not be done, so it is important to have a global picture of what I have to implement so I can have a better decision on what to do.

## Parts

1. Parser:
   * 2D game with a static top down camera.
   * Borders loop to the other side, i.e. if an object touches up border object will appear in down boCode
2. Items Listing:
   * 2D game
3. Single element view:
   * 2D game

## Issues/Difficulties

Replicate the ship movement and tunning the values was a longer process than I anticipated (well, they still need adjustments...). Mostly because it’s not the normal player movement, that I’m most used to, but one that uses the

## Things that would do if had more time

n other objects, etc.

Sounds and probably some background image.