

## Explaining the system by Rene Perez

The test that I had to carry out was about recreating an object purchasing mechanic, taking the “Stardew Valley” game as an example for the visual aspect that had to be completed.

To begin with, I had to take into account the most important aspects in carrying out the test, such as allowing the character to move around the stage, having interaction with the store, having the action of collecting coins, and finally being able to buy and sell objects.

The main objective of any project is to be able to have a minimum viable product. Once you have it, you can add the changes or improvements that are required to have a scalable project.

At first I looked for the information necessary to meet the objectives of the test. I found several videos on the internet that helped me a lot to have a better vision of how I could achieve the different objectives, in some cases they were somewhat complicated to follow the steps since they belonged to a sequence of videos that were put together.

In the end, I took everything that helped me, I had to synthesize it to achieve the desired results. Taking the free graphics from the asset store and programming with the necessary information, I managed to perform the different tasks presented in the test.