Documentation
Harold Troya – Programmer Interview

Throughout this stage of the interview, I have developed a project with careful planning and execution. The initial focus was to achieve smooth animations for the main character using skinned mesh and bones. Furthermore, for the top-down map, I decided to utilize Unity's tilemaps tool. In order to enhance these visual components, assets from the Unity Asset Store were used. It's important to note that all the files were kept separate from the ones worked on during the interview period.

Later on, an interactive store with an NPC vendor was implemented. A dynamic graphical interface was created, and scripts and prefabs were used to instantiate the store in a non-static manner. Time optimization decisions were made, such as utilizing saved data in the resource folder, and for ui design I created a tabs based on their utility. There are multiple ways to meet these requirements, but throughout the project, various methods and diverse solutions were sought to increase the diversity of solutions and skills.

A shopping cart was created to display a list of selected items along with their respective total cost. An stackable slot system was implemented to manage duplicate items, but stacking in the shopping cart was disabled, serving as an example of both functional systems since in the inventory the slots are stackable. Finally, an equipment system was added to allow players to equip purchased items. A visual indicator was generated to identify equipped objects. Furthermore, character movement and dialogues were optimized, and a control panel was added.

Regarding organization, decisions were made to optimize time, and various functionalities were implemented, showcasing skills and knowledge in multiple aspects of Unity. Due to other commitments outside the project, work was carried out in two 5-hour sessions to complete the project, setting clear goals for each commit.