

Interview Test report

by Tri Nguyen

Video to show my demo <https://youtu.be/bQqsyU0BX1E>
Please enable subtitles so you can see my commentary.
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Techniques and tools used the projects

Unity Tile Map	create game world
Spine	character animation, change clothes feature
Texture Packer	pack multiple sprites to decrease draw calls
Text Mesh Pro	text renderer
RigidBody2D and Collider2D	collision detection, parameter detection
Scriptable Object	store default player data, shop data, item data

All source codes in folder scripts are created from scratch for this demo.

My approach to this interview test

Because there are no clear documents and resources for this test, I have to assume a scenario for this test, based on my working experiences:

- Teammates have a meeting and decide that they need a prototype for new features
- A developer needs to work alone to deliver a playable demo to test the gameplay
- The deadline will be 96 hours, which means 4 working days (or 32 working hours)

And based on this scenario, I have to carefully plan my demo, so as to not overstep these rules:

- I finished the demo in 3 days, about 10 hours/day, trying to simulate working days in a company.
- All the requirements must be met first, then adding more flavors later.
- It must feel like a game, not software. Effects and UI feedback are added to ensure that.
- Working in a team with a game designer, data should be stored outside of the scene in scriptable objects for planning and balancing, and all features have room to improve in the future.
- I added more features like “material conversion” and “cloth crafting”, to express my imagination about the gameplay outside of the requirements
- What I learn in the past is that “the 80% first take 20% time, and the 20% last take 80% time”, so I don’t try to solve all problems perfectly in this timeline

Conclusion

- I really love this test, it’s an opportunity to show what I have learned in the past few years.
- Although I think I did a good job with this demo, it’s still far from perfect, and I have so much to learn and improve