

Interview Task – Blue

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For the 48-hour task at Blue Gravity Studios, I created a 2D top-down game inspired by old Zelda games. The assignment involved several key components: player movement, a basic inventory structure, UI design, and item management.

One of the significant challenges I faced was finding art assets that fit the theme and style of my prototype. Despite this difficulty, I focused on making the code as simple, readable, and reusable as possible. To achieve this, I employed design patterns such as MVC (Model-View-Controller) and event-driven programming.

For player movement, I implemented smooth animations and ensured collision handling was precise. I also developed a basic inventory system using Scriptable Objects, which allowed me to define and manage different item types effectively.

The UI was designed to be dynamic and intuitive, updating in real-time based on the inventory's state. I paid close attention to creating a clear and user-friendly interface to enhance the player's experience.

In terms of item management, I incorporated interactions for adding, removing, and using or equipping items. This functionality is crucial for RPG games and needed to be both efficient and engaging.

Overall, despite the challenges, I am proud of the progress made in this prototype within the tight timeframe. I hope you enjoy exploring the game as much as I enjoyed developing it. Thank you for considering my application!