

BlueGravity Task

I am writing to express my gratitude for the opportunity to complete the Programmer Interview task. This task was a comprehensive challenge that required me to expand my knowledge and apply it in many ways. I had to learn about customizable characters, stores, and inventory, and then I had to apply those skills to the task itself. It was a challenging process, but it was also very rewarding.

I am still learning about game development, and I am especially interested in creating mechanics and using Unity. I am confident that I can improve my skills in these areas with the right training and experience. I am excited to work with Blue Gravity and to learn from the best.

I am confident that I can be a valuable asset to your team. I am a hard worker and I am always willing to learn new things. I am also a team player.

This project has 2 game assets with 2 different graphic styles. I started with a full pixel art, but I had an issue customizing the assets because they have no multiple color parts. I didn't have time to recolor the assets, so I decided to get your asset package.

The game is a simple two-scene game with no exit menu. It has a simple inventory interface that can be accessed by pressing the I key or clicking the UI button in the bottom right corner. To equip an item, the player must select the item they wish to equip and click the "Equip" button. Once the item is equipped, it will appear on the player's character. I would like to be able to preview the item before equipping it, but I did not have time to do so and I don't really know how to do it at the moment.

The player can move around the miniworld as the task demands, interact with the door of the house and the shopkeeper, buy and sell items, and equip those items.