Blue Gravity Studios Unity Programmer Task: Thought process

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This document is a small record of how I did the Unity Programmer task of Blue Gravity Studios.

Part 0: Set up
I read the documentation, made this document as a guide, downloaded the art assets(I liked the mana seed characters) and the unity version. Then I created the github repository, the unity project and finally made the initial commit.

Part 1: Player
I set up the basic player movement and its art (the mana seed art). I added the New Input System and created the PlayerMovement Script.
Then I added the sprites, created the animation and merged it to the script.

Later I step with changing the clothes and animating each one. I wanted to do it faster and scalable, so I did a small research and went with making only 1 animation for each action and replacing the sprites.

Part 2: Background and Shopkeeper
I added a background (once again the mana seed art) using Tilemaps. Also props for the shop and modified them a bit with Aseprite (I wanted the mana seed props, to keep consistency, but they weren't free).

Part 3: ShopUI
Then after this I started making the ShopUI, and also added some sounds and music from freesound and pixabay (I modified them a bit with audacity).
I also added a dialogue box and took the code from another project of mine.

Part 5: Interaction
Continuing with the development process I added an Interaction script so I could talk to the Cat(Shopkeeper) and use the Unlimited Money Bag Glitch(it adds 1 to the money count when interacting).

Part 6: Buying, Inventory and Cloth equipping

I added the logic behind the Shop and inventory so it could show the corresponding items, buying them and equipped them.

Part 7: Selling
Finally I easily did the Selling using a similar code of the inventory .

Part 8: Final touches
Once the basics were finished I fixed some bugs, did some refactor and added some small details.

Personal Assessment
I took this task with enthusiasm and enjoyed the time making it.
I noticed that I prefer to have the art part first as it makes it easier to create, visualize and test the functionality of things.
I also think I managed to reach the middle point of making it in time and with quality.
I may have done some weird code when I felt rushed but fixed most of it at the end..

Bonus Part: Shipping
All seemingly done, I finished this document, made the build, uploaded all to GitHub and sent the email. Hopefully the last sentence is true and I also hope that you enjoyed reading this.
Thank you for your time.