

System Explanation and Personal Evaluation Document

During the interview process, I was introduced to a small prototype and tasked with developing a clothing store and item inventory system, allowing the player to dress characters in-game.

My initial approach involved creating a diagram to visualize the system logic, ensuring clear organization before commencing development.

The system was designed with a focus on flexibility and ease of maintenance. I implemented detailed instructions to guide future updates, enabling easy addition and modification of items without the need for changes to the core code. This was achieved by creating a dynamic structure that allows for layout and flow adjustments without impacting core functionality.

Although the initial prototype focused on clothing, the system was designed to support a wide range of items such as collectibles and consumables with minimal code modifications. One of the primary objectives was to ensure code readability and maintenance ease for both programmers and designers. To achieve this, I utilized properties accessible via the Unity editor for balancing configurations and UI adjustments, allowing designers to make modifications without directly editing the code.

Due to prioritizing the development of the store and inventory, some features such as Cinemachine, the new input system, and addressables were not implemented. However, I believe I successfully delivered the requested functionalities, aiming for implementation in projects involving non-programmer members and providing a comprehensible framework for future maintenance.

Overall, the developed system was designed with a focus on flexibility, ease of maintenance, and integration of design elements, meeting established requirements and providing a solid foundation for future iterations.