

I didn't complete the task successfully. The following are the features I haven't complete:

- Outfit equipment.
- Animations for the outfits.
- Functional player inventory UI.
- Nice and pretty stuff for the background and characters.

Development process:

- 1- I made a list of all of the needed features plus a list of the things I needed to learn.
- 2- I set up the project and learned the things-to-learn from the list:
 - how to make animations with sprite sheets
 - how to create 2D tiled maps
 - how to move a 2D character using physics
 - how does Unity 2022 input system works, (since I've only worked with Unity 2018 and 2018 so far.)
- 3- Working in every feature, starting from the most basics, (such as player movement).
- 4- After the very basic features were finished, I started to add graphics assets as I was needing them

Finally, this is the list of the finished features:

- Player physics based movement
- Player animations
- Player interaction with the world (the shop)
- Item system
- Inventory system
- Wallet system
- A functional shop with items to buy, that also displays the player inventory

Personal assessment of my performance:

Since it was my very first 2D experience, I spent a lot of time learning how to make animations with sprites, and how to create a tile map (even if I didn't implement it in the end). I should have studied those things beforehand.

Plus, I should have been more careful with the planification, since it ended up costing time that I could have used for the unfinished features.

And, lastly, as time was running out, I ended up dropping the quality of the code. I'm not sure if that was a good decision or not, so I think I should enter game jams from now on to find the answer.

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