

As the first project created by me using Sprites, my major difficulty was to configure the tiles to work correctly, both in physics and controls.

Normally in more simple games, I used the control calls directly inside the code, but since this game permits control both in the joystick and keyboard, I decided to import Unity's Input System.

Unfortunately, it was hard to find free assets that I could use in this project. From what I have got, I created the inventory and shop interface. The item's logic I left open up about restrict inventory, and amount of items. This modification is simple, in the case of the Game Designer decides to define this in the future.

To become easily to add and modify the items, I create all using Scriptable Objects. This way, I can add new Items and modify them without opening any scene or finding any objects in the game world.

As the NPC was time-frozen, I decided to import from another project of mine a code that controls the time passage. This way the NPC comes to his 'shop point' at the start of the day, and leaves the screen at the end of the day.

Since the majority of the game was done, I finally put some animations into the interface and a Tutorial screen when the game first started.

Had some difficulty understanding how the tile set works, and how to put colliders on those, since the tiles are not game objects. After some study, I put some trees and signs but unfortunately, I didn't find free assets to populate the scenery.

With all this done, I playtest for some time and correct some logic bugs that I found, like selling equipped items.