

How to Run the game:

1. Open the folder called "AAA Executables".
2. Run the file called "LittleSimWorld-Interview.exe".

How to Play the game:

1. On the Title Screen:
 - a. Use the mouse to point and click on buttons on the screen.
 - b. Click on "NEW GAME" to start playing. If you are returning from the World, click on "CONTINUE" to continue playing.
 - c. Click on "EXIT" to close the application.
2. In the World:
 - a. Use the WASD keys to move around and explore.
 - b. Use the E key to interact with objects. If you interact with the Shopkeeper, you can access the Shop.
 - c. Use the ESC key to return to the Title Screen.
3. In the Shop
 - a. Use the mouse to click on "NEXT" and "PREVIOUS" to browse the items.
 - b. The current selections can be found equipped on the player seen on the left side of the screen.
 - c. Click on "FINISH" to purchase the selected items and return to the World. If you do not have the funds to purchase the items, this button will be disabled.
 - d. Click on "CANCEL" to cancel the transaction and return to the World.

My thought process throughout the interview was to work on the most important parts of the game first. This is why I began with building the basics of the shop. I also wanted to start with the things I didn't know how to do, so I started with following a tutorial on how to make a character creation screen. I then edited this later to become the Shop. However, I think I wasted a lot of time on acquiring assets for the shop. The assets I used came from RPG Maker MV's sprite creator, but I spent too much time looking online for proper sprites with no luck. I also spent a lot of time trying to debug the walking animations that I eventually removed from the program. I worry that this would greatly impact the outcome of this interview. There seemed to be a strange bug where the animations would play only after movement, when the player is stationary. I tried to start over by following a tutorial on gridlocked movement. However, it still didn't work the same way as in the video. And thus, for the sake of time, I removed the feature altogether. Despite this, I definitely tried my best throughout the entire process. Although there are certainly a lot of things that could be improved about the program, I can still say that I am proud of what I made.