

Game Instructions:

Use "Space" to interact with objects(NPCs and Ores) or confirm options.

Use "NumpadEnter" to open up the inventory.

Move and control the cursor by using keyboard arrows.

Development Diary:

I started the first 24 hours of the project getting the sprites and necessary images for what I had envisioned. As I had the objective to create certain animations from a very early stage, I had to dedicate a lot of time in image manipulation software(GIMP) cropping and editing the sprites I used. The sprites are from the Mana franchise for the SNES(Secret of Mana and Trials of Mana) which is a series very dear to me. Considering its being used for a very intern project with no goals of monetization, I don't think there's a problem. I wouldn't have used those sprites otherwise.

The next day I started programming basic functionality such as moving and setting up movement boundaries on the screen. I considered using a free pathfinding asset on Unity, but considering the scope of the project, I opted for using a very manual method with colliders. After that I moved on to implementing the basic UI for the shop and inventory systems, as well as all the sprites I had gotten the previous day. I also considered at some point using a free Merchant asset on Unity, but that felt a little bit like cheating

Day 3 I started working on animation and visual feedback for the UI. I spent a lot of time animating the different outfits and the cursor to highlight the options correctly. I used unity animator for the character movement and very simple programming for the cursor. I imagine this day was the most demanding as there were a lot of things to do regarding animation, and I had severely underestimated the effort required. The fact that I decided to make a total of 4 outfits certainly didn't help.

I am still not too happy with the animation, as when inputting directions rapidly, the character takes a while to jump from one animation loop onto the next, but unfortunately I was afraid of running out of time if I dedicated too much to fine-tuning the animation.

Day 4 I worked on making sure the UI was proper, including visuals for coins and energy. I also felt like I had some time, so I decided to make the Inn UI and programming, as well as the caves.

The project was finished in just a little under 96 hours(I believe around 94) from the receivment of the briefing, and overall I'm very happy with it. I had some difficulty with a few

tools and solutions I hadn't worked on in a while, but although I feel like I had to cut some corners, I think it's ultimately working as intended from the start. I could've spent some more time making sure the code was cleaner and the logic more solid, but considering how simple and untaxing(performance-wise) the project is, I'm satisfied with what I've accomplished.

I hope you enjoy my project, and I really hope everything works out and we can work together in the future, as I'm really excited to work on a real project with other developers.

Thank you for reading.