LITTLE TINY WORLD

MENU **START**

HOW TO PLAY

LITTLE TINY WORLD

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ESC: USED TO OPEN THE PAUSE MENU

TAB: USED TO OPEN/CLOSE PLAYER'S INVENTORY

W, A, S, D AND DIRECTIONAL ARROWS: USED TO MOVE THE PLAYER

SPACEBAR: USED TO INTERACT TO SELLERS

WHAT'S LITTLE TINY WORLD?

THE LITTLE TINY WORLD IS A DEMO GAME INSPIRED BY SIMULATION GAMES. ONE OF THE MOST IMPORTANT THINGS ABOUT THE GAME IS THE OUTFITS AND THE SHOPPING SYSTEMS. HOW THE GAME IS OF THE SIMULATION GENRE, THESE SYSTEMS ARE ESSENTIAL TO CREATING A CUSTOM CHARACTER.

GAME CONCEPT

THE LITTLE TINY WORLD WAS DEVELOPED BASED ON STARDEW VALLEY AS AN INSPIRATION FOR ART AND GAMEPLAY CONCEPTS. IT'S A DEMO OF A SIM GAME.

OUTFIT SYSTEM & SHOPPING SYSTEM

THE PLAYER CAN GO TO THE STORES AND BUY CLOTHES OR FOOD. THERE ARE TWO MARKET-PLACE, ONE TO BUY CLOTHES AND THUS MAKE THE CUSTOMIZATION, AND A SECOND TO BUY FOODS LIKE CAKE, COOKIES, BEER, OR MEAT. THERE IS ALSO HAS AN INVENTORY SYSTEM WHERE ARE THE PURCHASES STORED.

THOUGHT PROCESS

I ENJOY THE PROCESS OF MAKING A GAME FROM SCRATCH. DESPITE THIS, MAKING A GAME IN SO LITTLE TIME WAS A CHALLENGE. I'VE THOUGHT ABOUT OTHER FUNCTIONS, HOWEVER, I DECIDED TO KEEP MY FOCUS ON THE MOST IMPORTANT THINGS. I BELIEVE I DID MY BEST TO MAKE THE GAMEPLAY MEET THE REQUIREMENTS.

IDEAS FOR THE FUTURE

ADDING A FUNCTION TO INDICATE STATISTICS WITH THE PHYSIOLOGICAL NEEDS OF THE MAIN CHARACTER IS SOMETHING THAT WOULD MAKE THE GAME MORE INTERESTING. ANOTHER INCREMENTAL IDEA IS TO MAKE THE MAIN CHARACTER INTERACT WITH NOT ONLY THE SELLERS BUT ALSO OTHER CHARACTERS.

THANK YOU FOR ATTENTION!

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