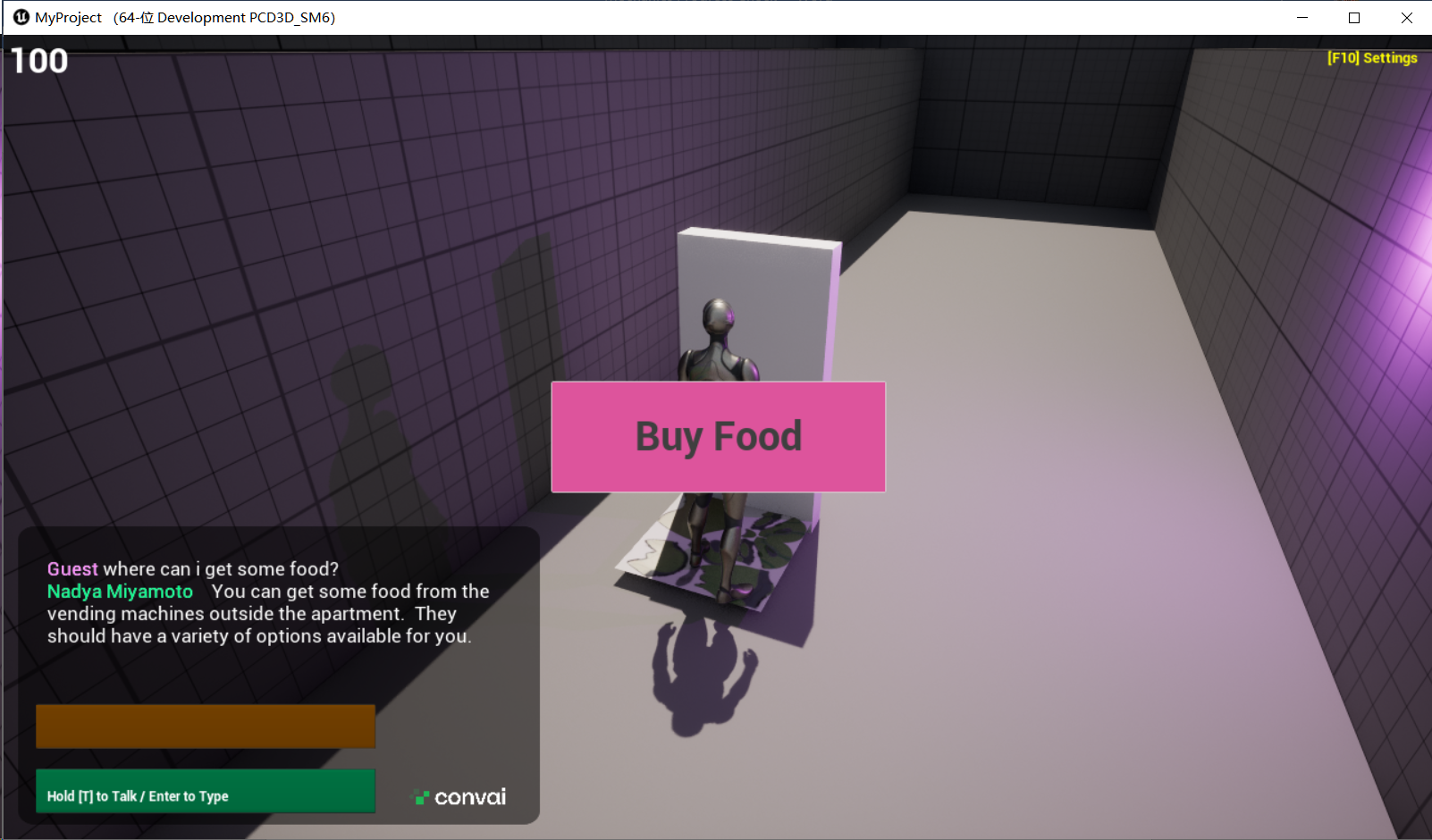
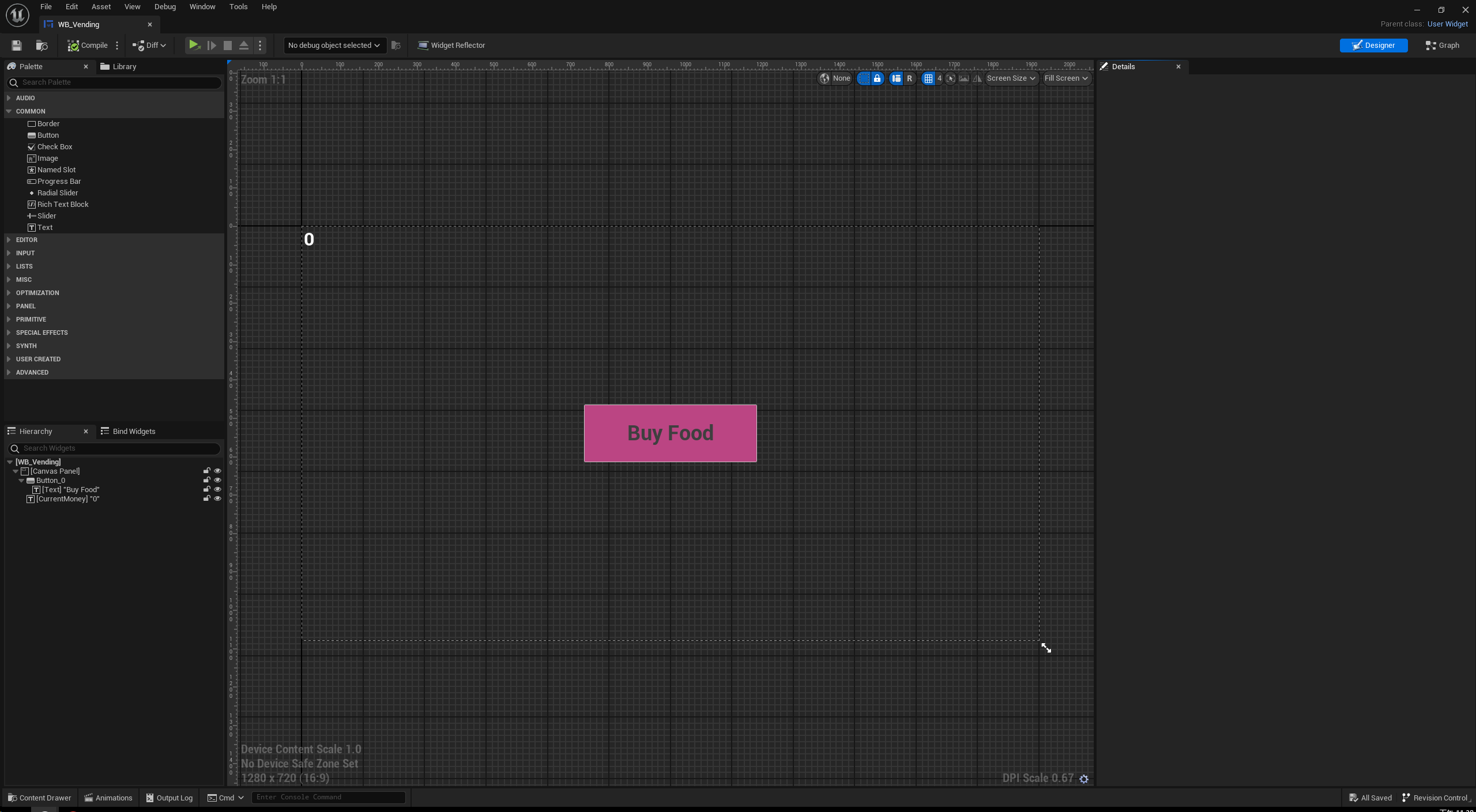
Nick Xinyuan Li April 15, 2024

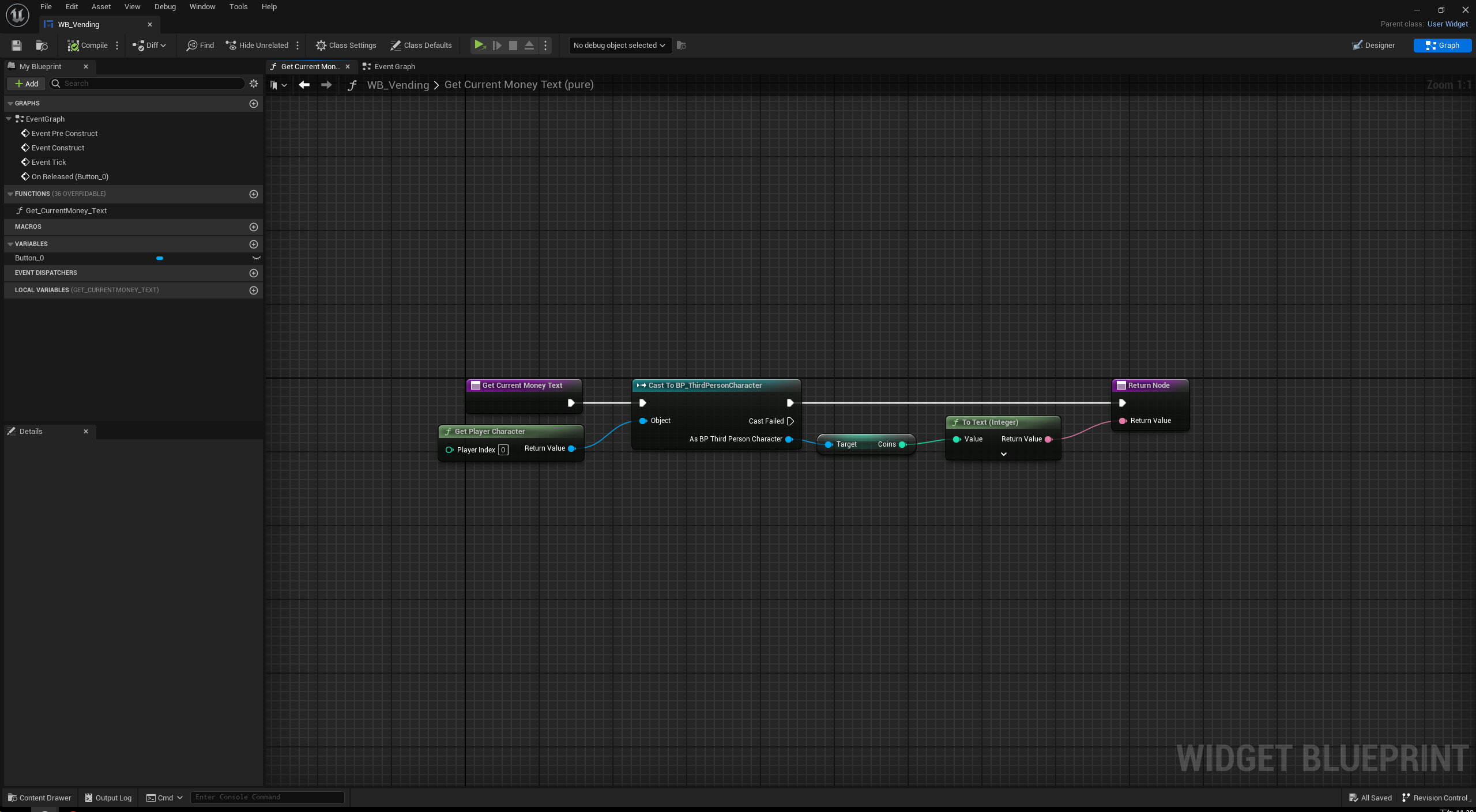
Videogame Design and Critique | CMAC 755S Mechanics Check

The first mechanic is “Buy Food”.

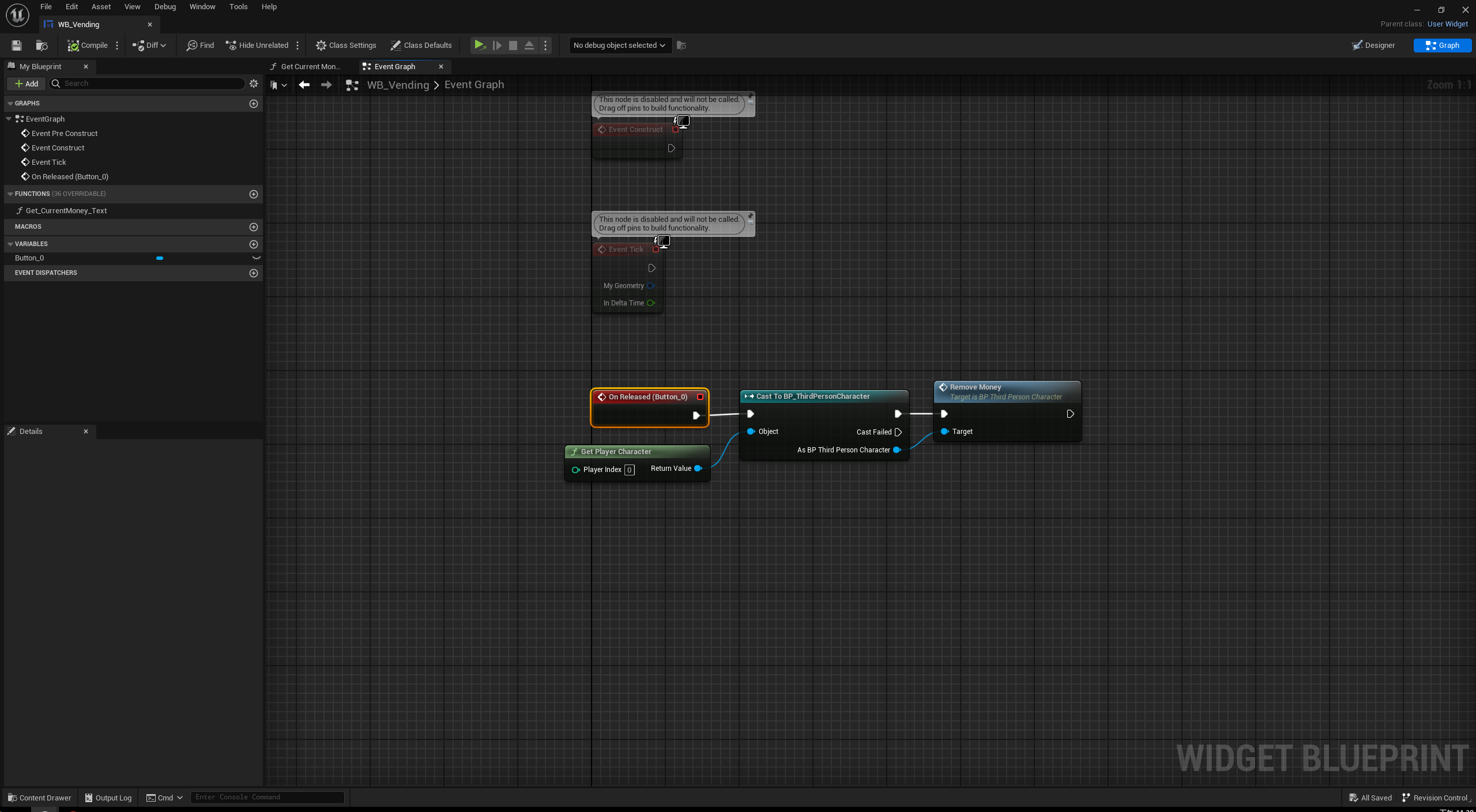




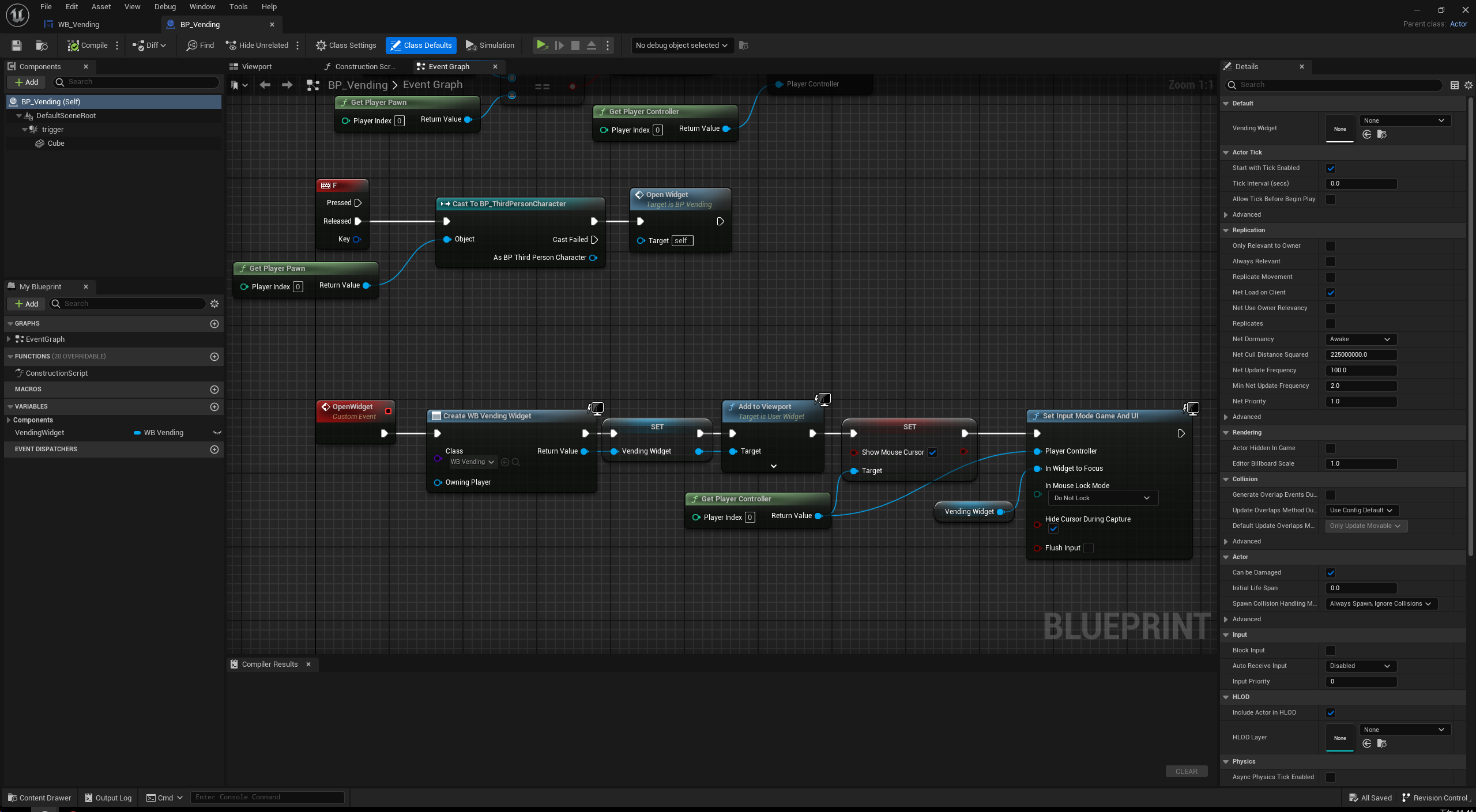
For the current money at top-left of the UI:



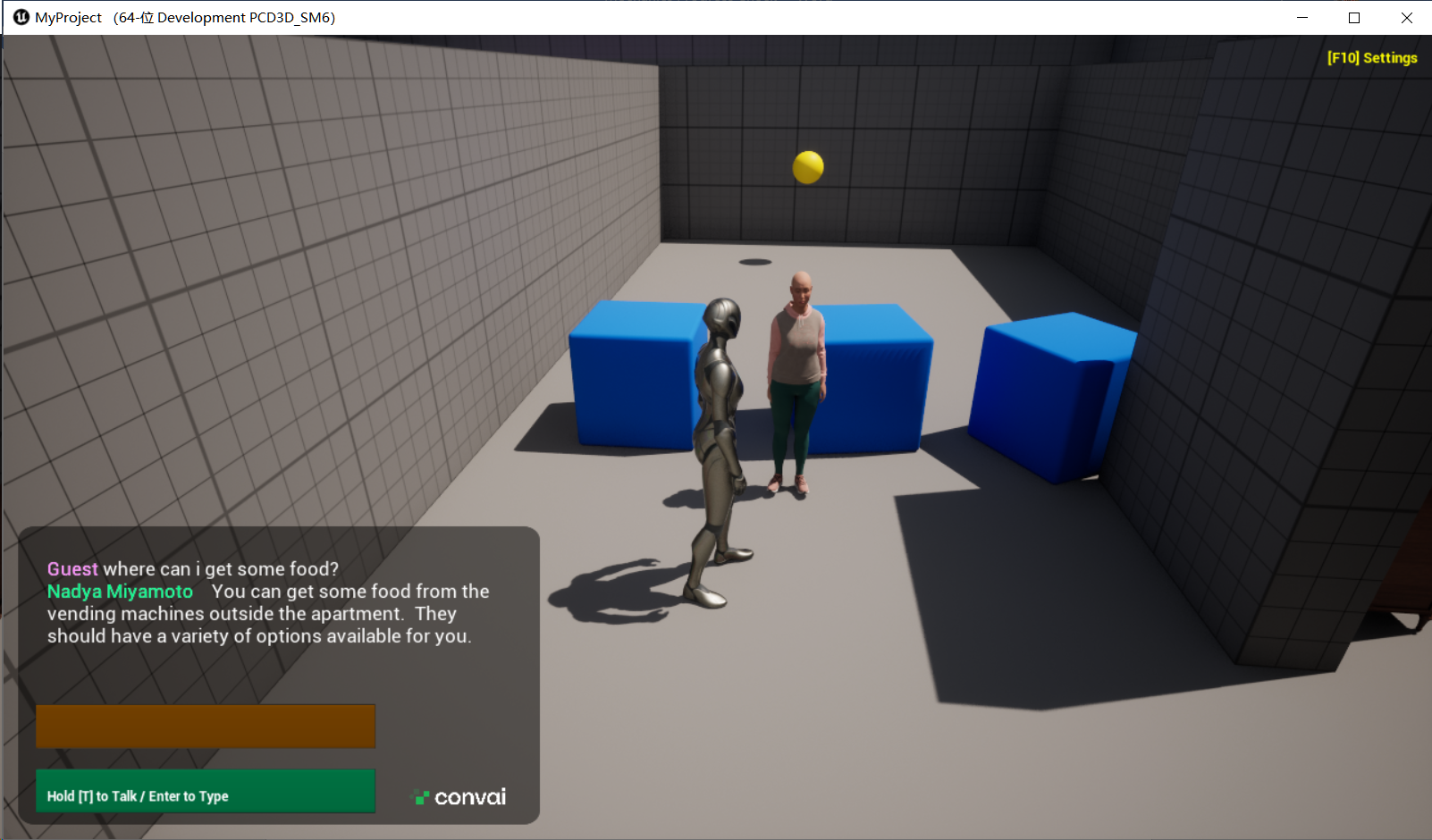
For the buy-food button.

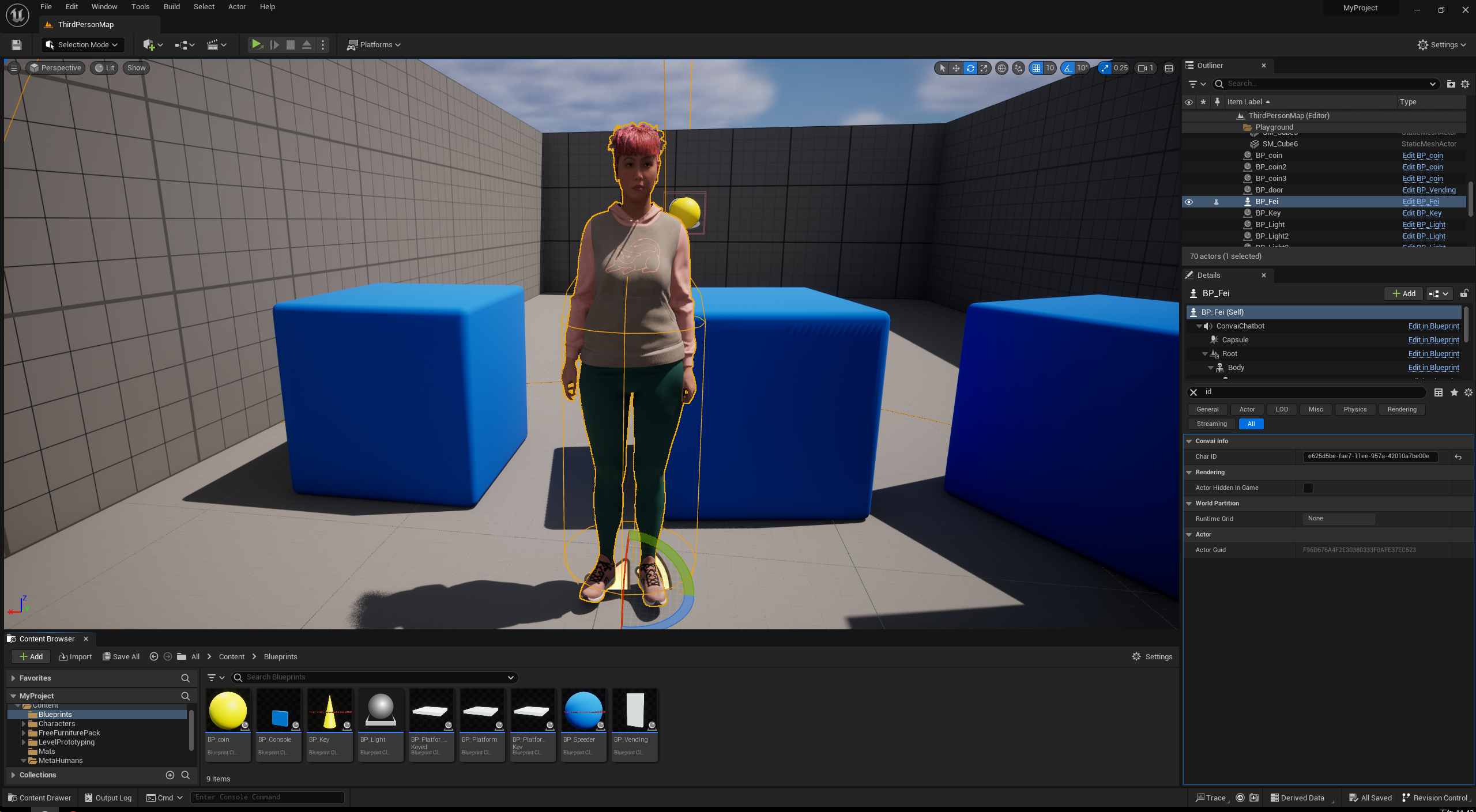


In BP\_Vending:



The second mechanic is NPC:





Most works are done on convai.com, also a plugin in ue5.

