

Game elements:

Villagers, animals, collecting items to eat and trade for other items. Completing villager requests

Method of playing

Use the arrows to move, when approaching a villager press right click to interact with him, with left click activate the inventory deployment button, with the same click, select the item you want to select.

Description and history of the game:

2D platform game

RPG

Adventure

Game Name: Little Noah

Noah is a boy who lives on a farm located in Empalme, a very small village.

He lives with his friends who help with the farm work, to get vegetables and minerals that serve as food and exchange values with other commercial villagers.

All the villagers and animals that live in Empalme keep it busy by assigning them different tasks to maintain order and gradually achieve prosperity and growth.

Walk the village, talk to the villagers, collect vegetables and minerals with the help of your best friend "Valentino" and the most faithful canine friend "Ori".

He visits the establishments, walks paths and parks, lives with nature and increases your experience.

Get good trades and increase your riches, don't stop working and having fun.

Complete requests, and increase the most precious treasure, friendship.

My experience:

During the development of the game, anxiety and haste led me to make several mistakes, which I managed to save in time.

I couldn't complete what I planned finally, but I was able to develop a big part.

The experience in general was very rewarding, because I really enjoyed it, I advanced a little more in my knowledge, I had to learn methods that I did not apply yet, I know that I have a lot to learn, but this activity taught me a little more, such as the importance of a good game design previously elaborated.

I could do better, I can develop it much more.

I thank you in advance, and I hope it can be useful to you.

I will try very hard to make them very happy with me.