Little Sim World Prototype

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Me as a game developer and also a computer engineering student at the Faculty of Computer Science and Engineering, a perfectly written code is the key to a successful game. A "perfect" code means a code that is simple enough to work correctly without bugs and can be understood by professionals and also by beginners. Creating a code with "high standard" can lead to confusions. The interview was okay, and the task was understandable. Selection for a job like this is good. With the little time that I had, I think that I've done a good job. All the requirements were satisfied. The game is far from completed and not much tested. All the code was written by me and the sprites were downloaded from opengameart.org and edited by me. It will be a pleasure to work with you and help you with the upcoming game "Little Sim World" !