Documentation

Important to play the Project

The character has a 'Hunger Bar' that will progressively decrease over time and can be replenished by eating. The character has normal movement in all directions using the 'WASD' keys. It also features an inventory that you can open by pressing 'I' on the keyboard and close by pressing 'I' again.

To access the SHOP, you need to get close to the car and press the 'E' key. The first time, a conversation with the shopkeeper will appear, and you can progress by left-clicking after he finishes his sentence. There are two tabs that you can switch between; one is the shop's inventory, and the other is yours. In your inventory, you can select items to sell and obtain money. In the shop tab, you can purchase any available products. To close the shop, simply press 'E' again.

After acquiring some items, you can open your inventory and use them by right-clicking on the desired item. If it is edible, your hunger bar will increase; if it's clothing, it will change to the new attire.

Due to the limited time, I had during development, many functionalities remain incomplete (planting seeds, disposing of rotten food, varying product prices and properties, etc.) and others were programmed with bad practices or in an unscalable way. I also faced challenges polishing all functionalities and organizing the project. I acknowledge that my mistake was attempting more than necessary. Everything was built from scratch (except assets), and I take pride in the Inventory system I created using MVC and other good practices. However, I am aware of my mistakes, including messy code and file distribution."