

Design

The game design is fairly simple, having in mind my only requirements were having a shopping system, a walking player and a clothing system, I decided to go for an idle game, since the player needed a way to earn money. and how else do you earn money besides working in the world? Basically, what you need to do is work using the right clothes to earn money, and buy new clothes to work elsewhere until.. infinity, that's the nature of an idle game. And you do so by first going outside (interacting with the carpet). Doing so will show you all available jobs and what clothes you need in order to work, yep, no PHD, just clothes. When you're done clicking, you can come back and check the mannequins for the available clothes, if you need other options, you can talk to the shopkeeper, and he will either let you sell your clothes or show other clothes in the mannequins. After that, you can interact with the closet to change your clothes and go back to work! That's the game's core loop.

Aesthetics

The whole game revolves around the color brown as my assets were limited since I can't really draw so my options were limited to what I could find, however I managed to create the game UI myself so it could match with the assets I thought it was fitting to the game, and for them, I decided to go for a pixel style since I really like pixel art and I may or may not be too inspired by Stardew Valley.