

GAMEPLAY:

The game consists of being the kind of man the girl you have a crush on wants. The player, to reach this goal, has to buy different hats from the shopkeeper according to what the girl likes at that moment.

To buy items from the shop, the player must gather money by betting it on the dice game or selling previously bought hats.

Once the player buys a hat, he can equip the hat from the mirror in the shop. And if it is the girl's desired hat, she will change likings to another, more expensive hat. This cycle continues till there are no more hats to change to.

When you equip the final hat and talk to the girl, an event will trigger to give you the game over screen.

PERFORMANCE:

I treated this task as a game jam, wanting to make a game from start to finish.

Worked around 18 hours on the project.

Integrated a bunch of systems, generic enough to make the game easier to add content to and complete.

Unfortunately I didn't have time to add things I wanted to, like a stable way to make money, more NPCs, better UI and maybe a better ending.

THOUGHTS:

Overall, it was a really fun experience for me. Was able to integrate systems that I never did previously. And in my opinion the game has pretty good quality for the amount of time that I had for this Task.

SYSTEMS IMPLEMENTED:

- Player movement, interaction and animations.
- NPCs
- Items(Scriptable Objects)
- UI
- Currency System
- Shop system(buy, sell)
- Inventory System
- Gambling game
- Main/Pause menus
- Win Condition

Almost all assets used in the project came from this pack:

<https://limezu.itch.io/moderninteriors>