

Initially, I thought this would take longer than it did. Throughout about half of the first day I already had most of the core gameplay done, only needing some adjustments and a few run throughs to guarantee that there weren't any bugs or anomalies that had been overlooked. I started out creating the git repository, downloading the assets I would need to start the project, slicing the spritesheets, and readying the tilemap while I organized in my mind what would be the best way to start out this project. In the end, I made a rough draft of the main scene when I figured it might be time to start out the player's movement throughout the scene, not that I had somewhere to walk on. While I was finishing the movement mechanics I started wondering how I could make the shop where the player should buy things from, since I have never done anything like it. After a few searches online and some videos I have checked, I got some ideas with which I could tackle this problem, and so it was time to put it to practice. After I had everything done, I spent a while in the character's animation and finally decided to try out a second shop idea, which was a shop only to recolor the outfit you chose. Turns out it was a little more effort than I had anticipated, so I ended up scrapping that idea, unfortunately. The NPC is still there, but all you can do with him is interact. So, it was time to polish a few things in the game's Menu and start building it so that it was all settled to send away. When it was building time, I had a bit of a conflict with the resolution, which caused me to have to rescale all the UI, build it all again and it was settled. Overall, it was a fun challenge and I hope you like the final result. Have fun!