

Current version documentation:

- Press WASD or Arrow Keys for Movement
- Press E to interact with the world (Sign, Closet, Shop)
- Talking with the Bear will open the shop. You can sell gems you find in the map to get more money to buy clothes.
- You can equip clothes using the closet in the map. This version can only equip the clothes, not remove them once put.
- Game Executable is in the folder "Build", with the executable file being called "Normal LSW TRUE ALPHA"

My first hurdle was to learn how to equip the clothes and show the sprites in the overworld map. I had to create three sets of animations from scratch, using a spritesheet I had to cut into three, one for each cloth piece, and make the animations active when a clothing slot is full while receiving the same data the main animator receives.

Afterwards, since I had an idea on how to make a shop and inventory, I could work with the shop menu just fine, which had to interact with an inventory, that could hold objects of a class "Item" which could split into three subcategories called "Hat", "Chest" and "Legwear" in order to interact better with the menus. While the menus look rough, they are workable and I wish I had more visual friendly assets in hand. I had some ideas to add more dialog to the shop keeper but I had to cut it short.

Overall, considering I took 72 hours to make this small game, I feel somewhat satisfied with what I got, and also learned something new during the process. The only regret was not getting a proper login scene on time and more pointers to give the small game more life. Thanks for the opportunity.