

Rooster Town

Jose David Lopez Cifuentes

Summary

rooster town is a role-playing game where we assume the role of Sr.Rooster in the beautiful town that is rooster town, in this town we can find everything to start the different crops as well as explore and obtain objects, interact with people and know What is the life of this town, why don't you start the adventure now?

Gameplay

Mechanics

Rooster town contains few but very important mechanics such as:

- Walk
- Dialogue
- Decisions
- Interact
- Destroy
- Sell
- Buy
- Closet
- Explore

Dynamics

The dynamics of the game is talking to people and listening to their advice, it is about enjoying the world and having fun with it and the mechanics help this to a better experience.

Environments

In rooster town we are going to find 3 types of biomes such as the beach and/or archaeological zone, we can find the town that is in a wild biome and finally the cemetery which is located in a kind of shady valley, all this It is important so that the player does not feel like the same thing and that this encourages him to explore

Art

Summary

The art of rooster town is very beautiful and I was proud to know that I did many of the styles seen through illustrator, pixel art is a simple art but if you know how to use it well you can get very good results thus giving a game pokemon style which was my focus thus giving a resemblance.

The process

I'm not going to lie, I had many problems and errors that slowed me down a lot, but in the end we were able to get out of these problems and this type of situation is what makes me improve as a programmer, but despite everything, games are what I like And I loved living through this whole process and it makes me happy to see how every time I play a small game my knowledge grows more.

Conclusion

I really liked this experience and although I am happy with my result, I know that more could be done, more can always be done and that is good to know that it can be improved and I want to thank you for believing in me and I hope you like the game of the way I liked it.