Since the last milestone, I’ve been working on making the world interactable. I plan on adding a village of npcs that the player can talk to as well as an enemy or two in the first level.

At the moment, I’m working on a health/combat system. I've attached some assets below that haven’t been implemented yet. Instead of hearts representing health, they’re bells, half hearts being cracked.

The log that is in my 1st level is a placeholder at the moment, eventually moving to the outskirts of the village, it will act as a place for the player to heal or respawn after dying.

I’ve mostly been working with TMPro for the past week or so, creating the little pop ups for dialogue and button prompts. It took awhile to figure out, but now I think I’ve got the hang of it, which will make dialogue with village npcs a lot easier.



