# Summary of the development of Little Town Days

When designing this video game, I did it in such a way that it allowed me to develop the systems that seemed most relevant to me, taking into account the instructions of the test, maintaining a pleasant and consistent design and respecting the time period as much as possible. The development was carried out during the last 4 days, during which I was able to dedicate a total of approximately 50 hours to it.

In Little Town Days, we control a character who works with his computer, earning him money that he can spend on food, clothes, home furnishings, or cars. After sleeping, he always receives his payment for the previous day. The player will not be able to sleep without having worked and eaten before.

All items are purchased at the mall, at the choice of cars that sell them off the street. To eat, the player must buy the food and then go to their fridge at home to consume it. In the case of clothing, it will be stored in the closet. When the player changes clothes, this change can be seen in the player's appearance. In turn, everything the player buys can be resold in the same store for the same price.

Prioritize the systems for buying and selling items and updating the character's appearance based on the clothes they are wearing, as well as their animations, trying to be as efficient as possible, and design an interface that correctly accompanies these functions with its different panels, options and icons for each item and without forgetting the scenario where the game takes place and its setting.

As for the graphic art, the characters and clothes are made with vector graphics and the rest is pixel art. the art of the scenery and the icons was downloaded from Opengameart while for the characters and clothes I asked Guadalupe, my girlfriend, for help and she drew them for me. Obviously, using the same artistic style is usually ideal, but I wanted to create the animations using bones with vector graphics since it seemed the best way to achieve the changes in the character's clothing. Music and sound effects are by Zapsplat.

I also had other mechanics in mind (driving the cars, changing hair color or style) but I wanted to respect the time period as much as possible.

Anyway, I'm very happy with the final result, I think it's good and above all I had a lot of fun doing it. In addition, I learned a lot about how to organize the different tasks and plan the development of a project within an agreed time, which will surely be very useful in the future.

I hope you like the game and have fun playing it.