

I always follow a series of steps when I start a project. I begin by researching and envisioning the final outcome. I seek references to define the desired appearance and explore tutorials to learn how to accomplish things that are new to me.

Once my goal and the project's concept are established, I chart a course. I solve problems, apply my skills, and if I encounter an unfamiliar technique or tool, I investigate until I understand it and resolve the issue. This is something I enjoy as it aligns with my goal of expanding my knowledge.

With limited assets at hand, I decided to create a system that allows me to generate diverse clothing from existing sprites, simply by changing the color of the clothes that are already there. This enabled me to produce more than 50 distinct items of clothing, animate them easily, and seamlessly integrate them into the character's design. This step, in case a decision is made to increase the number of clothing items, enables project scalability, albeit being time-consuming.

I always strive to optimize development for future adjustments. Hence, I opted to design the store's panels as modular and entirely compatible with the aforementioned clothing system.

To conclude, I introduced subtle elements that enhance the player's experience, facilitating interaction with the environment. I implemented a coin collection system, fostering progressive rewards.

My approach blends strategic planning, continuous innovation, and resource optimization. Every choice I make reflects good quality, getting things done efficiently, and always finding ways to make things better.