# Game Document

## About

Game is about the guy who is really hungry and while he was traveling he saw goblin and decided to talk with him. Goblin tells him to find some food because he is too skinny and describe the food that is around him. Player needs to start exploring around the map to find some food to fill his belly. If the player eats enough food he will be happy and win the game.

## Functionality

There is Inventory that can be filled with items. Items have designed with data structure that has all items properties saved within.

UI is covered with Inventory design, Hot bar design, item popups, slider for hunger and more. UI is for inventory is updating when player uses, remove or collect some item.

Items can be used (eaten) to fill hunger of player, they van also be moved through inventory, dragged out of inventory ana added in. There is Mushroom, pumpkin and bone.

Item details will be shown when you pickup them and when you talk with NPC he will tell you about them.

Save system will save position of items, items in inventory and player position In json file.

Player movement is typical with WASD with Camera that is following player. With pressed key there is animation that follows players direction. Player can't pass thru object that are on the map, because of the Tile Collisions.

In the world there are decoration object, NPC, sounds and background music.

There is also dialogue with NPC when you come near him.

## My thoughts

Whitin these 48h and less of my work I felt that I was contesting in Game Jam but without a team. I had a lot of challenges to overcome and to show my best performance in this task. It was really intense and I know that I could done some more polishing to the game, but I think I showed a lot of my performance at the end.  At the end this was great experience for me because I saw what I can accomplish with small amount of time and I am grateful for that.

## Assets

Assets that I used were all taken from : https://pixelfrog-assets.itch.io/tiny-swords?download