

I began the 48-hour interview task by searching for suitable tilemaps and art assets that were both visually pleasing and free for use. During the initial hours, I experimented with various options to ensure I made the right choices. The majority of the first day was dedicated to planning and evaluating ideas, distinguishing between the promising and less viable ones.

As I delved deeper into the asset selection process, I came across a free-to-use cat sprite asset that immediately inspired the theme of the game—a cat cafe where players help the owner feed cats by purchasing items from the cafe. This discovery shaped the direction of the project, and I envisioned the main character accordingly.

By the start of day 2, I had successfully implemented character movement, laying the foundation for the gameplay. I then proceeded to flesh out the cat cafe, gradually refining its appearance and gameplay elements. As the game started taking shape, I became increasingly pleased with its visual aesthetics.

Throughout the remainder of the second day, I focused on enhancing the user experience. This involved designing and implementing the user interface, developing the purchasing system for in-game items, and fine-tuning the economy mechanics. While I believe the UI and overall experience could benefit from further refinement with more time, additional features like music, a menu system, a wider range of items, and code comments for readability are also areas for potential improvement.

Creating this game was an enjoyable and rewarding experience.