

my workflow typically involves several key stages that ensure a smooth and efficient development process. It all begins with understanding the project's requirements and objectives, which are documented and thoroughly reviewed. This helps establish a clear vision for the game

Then I made several tasks and right them down, then listed them By priority and after that I started looking assets and choosing artstyle. By carefully curating assets, I can visualize how the project will look and feel, allowing me to make informed decisions about the direction of the game visuals.

With a basic art style in mind, I move on to implementing fundamental mechanics. In this particular project, the focus was initially on player movement. Once the movement system is in place and functioning, I progress to more advanced features such as item management and inventory systems. These mechanics are essential for creating a compelling gameplay experience, providing players with a sense of progression and interaction with the game world.

After completing the scripting part, I turn my attention to user interface (UI) design for elements such as inventory screens and trading interfaces. Creating intuitive and visually appealing UI elements enhances the player's experience and facilitates smooth navigation and interaction within the game.

Once the core systems and UI elements are implemented, I dedicate time to visual enhancements. This includes adding visual effects like glowing elements and particles, which bring the game world to life and add a layer of immersion. Additionally, I integrate appropriate sound effects that complement the gameplay and further enhance the player's engagement and enjoyment.

Throughout the development process, I regularly conduct testing and debugging to identify and fix any issues or inconsistencies. This iterative approach ensures a polished end product, where gameplay, visuals, and audio work harmoniously together.

In summary, my development workflow involves understanding the project requirements, selecting suitable assets, defining the art style, implementing core mechanics, designing UI elements, enhancing visuals with effects, integrating sound, and conducting thorough testing. This systematic approach allows me to create engaging and immersive games that captivate players and deliver an enjoyable gaming experience.