I wanted to put as much of myself into this project as I could, so I chose to develop everything during development (art, logic and programming). I confess that at that moment I would make different choices in some development situations but I believe this is because of the surprise I had with the test and despite that I believe I did a great job. There are no secrets to its use, the movement is classic, with the directional arrows or the WASD keys. To develop my proposal, I had to give up "more physical" interactions in the game, limiting myself only to situations that simulate the character's thinking, where he expresses what he thinks in each interaction with each object in the scene (particularly this captivates me to have a greater connection with the character), these interactions can be activated with the E key when approaching the objects, this is more explicit when running the game as it signals the possible moments of interaction with a specific element on screen. For the dialog, I wanted to adopt the visual novel genre as well as adding 2 possible answers to the dialog (buy and sell), this dialog leads to the store system where I programmed, illustrated and animated an item for each equippable slot, when we passed the mouse over each item its attributes are shown in addition to that by clicking you buy and you can already see the item equipped on the character. It was a great pleasure to develop this project due to the level of complexity that I found in the proposal that I wanted to deliver according to what was requested, it took hours of testing, development and more testing until everything worked the way it should. I organized myself in stages from the beginning, which made the development a lot easier, where I followed in order:

character movement

Interaction with objects in the scene

Dialogue

Store

equip and sel

User Interface