Little Shop World is a game where the player needs to find the Coolest Hat to become the coolest person around. I already had the character sprite sheet from a previous work, therefore the ability to equip purchased items needed to be on the "outside", and that's where the idea for hats came from.

At first I had bigger ideas for the project, however due to time and scope I decided to create a simpler game with a simple goal to be easier to understand and not throw too much information.After I had decided what I wanted to do, I created a small document for me to keep track of all tasks.

The player arrives at this place and quickly sees an NPC that will help him, making the objective of the game clear, but open. There are 5 objects that the player can interact with: 1 NPC, 1 Shopkeeper, 2 Houses, 1 Gate. There are also gold mines that the player can attack to gain currency so he can buy Hats at the shopkeeper.

The Shopkeeper can sell you Hats, tell you how to get the Coolest Hat, or buy the first Hat in your inventory. This way even if the player doesn't have enough money to buy the final Hat, he can sell his older Hats to do so.

I believe that I was able to create a decent prototype, with all features requested, complete gameplay loop and a UI based upon the model game (Little Sim World). There are things that I would improve in the long run, such as code dependency, but for this prototype I didn't want to make the scripts too bloated, this way each script has one or two functions and are easy to read/understand.

Thank you for the opportunity.