Project Somnus:

First, I started by making a list of the core mechanics that the demo should have and another list for the mechanics I would like to add as an extra (Most of the mechanics in this last list did not make it to the final game, if not all of them).

Then, with a basic idea of the core mechanics I started looking for assets to use in the game, these assets had to have some specific attributes so that they could work well with what I had in mind, but of course I knew I had to adapt some things (which of course at the end I did a lot).

Once I had everything, I needed I started a local git for my project for version control, imported my assets and some of the packages I decided I would use in the project.

At the start I had a lot on my mind of the things I wanted to make, like a day and night cycle, dozens of outfits and different methods for money making (like cutting down trees or fishing). Of course, I started whit the core mechanics and as I advanced trough the project, I was cutting more and more of the extra mechanics I wanted to add, always keeping in mind that I did not want the game to feel too barebones.

After finishing the player movements with the new input system and animations with blend trees I started with a simple drawing of a level design.
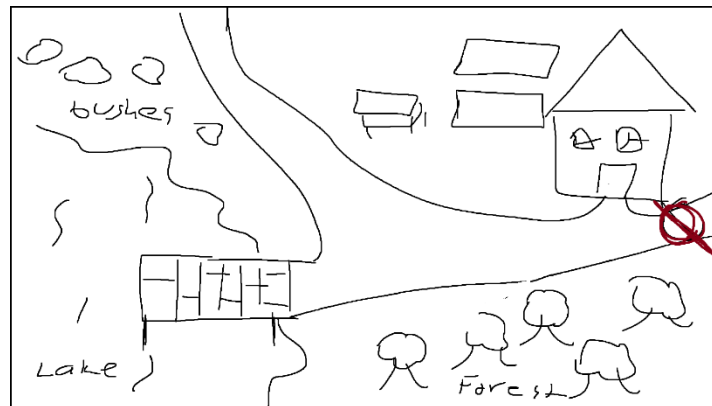
With a basic idea in mind, I made a tile palette and started building my simple level, starting by the ground and after I had all the mechanics adding little details, again adjusting my attention to detail depending on the time I had left, prioritizing the core gameplay.

After that I started with one of my favorite parts of the process, the inventory, which I tried to do as scalable as possible, being able to add different types of items with different types of max amount for each. Truly what I believe to be one of the most complete parts of the project.

After solving some bugs with my tile map layers that were disappearing and fixing some bugs with the animations and colliders, I got on working on the shopkeeper, trying to give her a little personality (As much as you can with just some clothes and small dialogue), and giving her a variety of outfits to sell to the player.

When finished with the core mechanics and getting low on time I decided to finish to tide up a little bit the project fodders and scenes, as well as making the first push from my local git to GitHub, as I knew I had to start finishing the task to turn it in.

The build of the project was a little bigger than expected, I believe due to the number of unused sprites that I have on the project because I didn't made time to prepare better the assets to have only the ones I would use (Definitely something to look out for in the future).

After finishing everything I was tired and I really wanted to still get into the project and adjust/add different mechanics that I wanted from the beginning, but I knew I had to rest, and my time was up. I didn't organize well my time with personal commitments from beforehand, which made me crank up my work speed in my available hours.

Overall I'm happy with my results, I learned and I had a really good experience that I hadn't had since my last game jam, I have some details I would love to adjust but at last, I'm happy with how it turned out.