

The LSW Programming Interview, nicknamed “Honey! Where is my SUIT?”, has the idea of being a Stardew Valley style game, with the mechanics of collecting, selling and buying items. In this game a broke and naked farmer needs money, as fast as possible, to buy new clothes. In this way, your objective is to look for products in and around a farm, which is conveniently located in front of the clothing store, that can be sold. When obtaining some items, the player must go to the store to see their inventory and sell, with the objective of being able to buy all the clothes in the store.

I started the development looking for the art that I would use in the game. I opted for the pixel art style, similar to Stardew Valley. Soon I left for the programming, a stage to which I dedicated a lot. During programming I dedicate time testing several different codes to make it work as well as possible. Also, I spend a lot of time testing and looking for bugs. Finishing development, I was concerned with making the game more enjoyable to play. For example, including a song, more items and different clothes, made the challenge more like a game, as I didn't want it to be just a programming test.

When I started development I had the idea of working only within what was proposed. However, over the days, I kept thinking: “What if I included houses and animals in the game, made a small village and made the world more alive?”. I ended up increasing the initial idea of the game a little, leaving me very excited with what was produced. This game has potential, mainly because it can be enhanced with ideas and strategies, such as more varieties of clothing and items for sale, as well as more interactions and exploration in the game world.

Thanks to Luana Carolina Felippi for contacting me and Blue Gravity Studios for the opportunity.