

During the development process of the game, I adopted a systematic approach, gradually introducing new elements as they become necessary.

I began by focusing on player movement, then integrated a system to detect and interact with NPCs.

Then I created an input controller to manage all player input for movement, interactions, and menus.

Once these core mechanics for the player controller were established, I proceeded to program the NPCs, incorporating a dialogue system, a shop system that allows players to spend money and get the selected items, and an inventory feature that keeps track of players' items and also equipped items.

Then I created a system to manage players' visuals based on equipped items, it was the most exhausting task, not because it was hard, but because it required a lot of configuration for each body part and respective item.

I also integrated a simple animation system inside the visual controller, because I wanted a better system to handle multiple changing parts of the character.

Then I created a component to track equipped items and sync the visuals accordingly.

While I am content with the progress made within the given time frame, I recognize that additional time would have allowed for further refinement.

Given the opportunity, I would have dedicated more effort to implementing sound effects and polishing various aspects of the game. I've tried to implement various programming patterns where it was necessary and keep my code as clean as possible, but also trying to write code that would allow me to easily build on top of existing code, in case I needed to expand some of the developed systems.

Nevertheless, even in its current state, I think the game is a solid demo and can showcase my skills as a programmer and also a game designer.

Notes: I didn't have time to add a tutorial menu/section, players can use WASD or arrow keys to move, space to interact, and ESC to pause the game, all menus are controlled by the mouse.