Name: Josiel (Zyel) do Carmo Nascimento.
Game name: Instafashion;

**Objective:**
The objective of the game is to acquire all the clothes sold by the NPC's and gain as many followers as possible on Instafashion;

**Mechanics:**
Player - The player uses the WASD or Arrow keys to move and the mouse to interact with some NPC's and interfaces (If you need, there is a cheat. Press "+" key to add money);

- Smartphone - the smartphone is used for the player to take pictures of the clothes he is wearing and post them on the social network called Instafashion, the player can drag and adjust the zoom of the cell phone to better center the photo;

- Outfit - There are 3 types of outfits: Clothes, Wigs, and Accessories. Each outfit has its price and popularity. The more popularity, the more followers the player will gain when posting a photo on Instafashion. Each time a photo of an outfit is posted, its popularity will drop by 1 level;

- Instafashion - It is the social network where the player posts his photos,
  - Like - The amount of likes is determined by the total popularity level of your clothes and the number of followers;
  - Followers - The player gains 1 follower for every 2 likes they receive on their photos;
  - Money - Earn a varied amount for each like the player receives on the photos;

- Store - There are 3 NPC's in the city where the player can buy outfits;

- Inventory - In it, you can choose all the clothes the player has already bought;

Art assets from: https://limezu.itch.io/modernexteriors;
Plugins: DOtween (http://dotween.demigiant.com/);
All code was made by me;

   As buying and equipping items was a required feature, I thought I'd make something where the buying and equipping mechanic was the main thing. My first idea was to make a game where Super Models had to match the right clothes. But since the game is a simulator, I wanted to make the game more personal and I started this idea where anyone can post a photo on their social networks.
   I wish I had implemented a bigger city and put special places where the photos will bring in more followers. There would also be stores, special events, and NPCs that ask to take pictures with the player in the middle of the street. And of course, the more followers, the more NPC's ask to take pictures.
   Even so, I think I did a good job with the time I had. I think the game is polished and interesting. I hope you can evaluate my knowledge and enjoy the final result.