

Game: Dash
Dev: Renan Cascarano Souza

Dash is a casual, top-down view game.

All script was written from 1/17 after 11:48 until 1/21 before 11:48
All assets were obtained from the internet
The tilemap was created from scratch

Lore:

Dash is stranded on an island without much memory of what happened previously.

Objective:

Survive, you need to collect resources and protect yourself at night.
Explore the island and meet people to try to understand what brought you to this place.

The idea:

Dev path, at your house, take the letter, read, follow the instructions, interaction 1 with merc, find the key, dialogue 2 and 3 with merc, back to home, go to the market to unlock buy items.

Others:

- At night, bats come out, beware.
- He needs to be near to interact with some items(**key**, **letter**) and NPC. Click with the left mouse button.
- To use items, use the numeric that corresponds to the item

How i think i was:

For me there were undoubtedly 2 factors that were more challenging, time, as it was right in the middle of the week, and I work with a 44-hour workload, and the difficulty of finding assets quickly, to be able to focus on the development of the game itself . Sometimes I changed assets because I didn't like the result. The tilesheet asset itself looked nice, but it still didn't give the feeling of depth I was hoping for.

I had a lot of fun with what I managed to develop and despite the game being very simple and very lean, I was happy with the result as far as possible.