

I have made a small garden area covered with water and nature and added a player that can interact with the things around in the garden.

If the player comes close to the shop then the player can talk to the shop keeper for that I have used the text-based dialogue system.

There is a functional shop system where the player can purchase the clothes from the shop, equip them, and use the coins to purchase the clothes that the player can collect around the scene.

Catering the consistent art for the game was a challenge because assets are not freely available so there are some art consistency issues in the demo like some of the art is not very pixelate.

My opinion is that I have done well enough keeping in mind the limited time availability. I am looking forward to getting feedback from the team LSW.