Thought Process:

In designing "Boutique Tycoon," I aimed to create a simple yet engaging gameplay loop centered around managing a clothing boutique. The game leverages a top-down perspective similar to Stardew Valley, allowing players to focus on interactions and management. The core mechanics involve player interactions, inventory management, and outfit customization, providing players with creative and strategic choices.

Personal Assessment:

I believe this game idea aligns well with the provided requirements and offers an enjoyable and manageable scope for development. It incorporates key features like player interaction, buying/selling, UI design, and equipping outfits, while still being relatively straightforward to implement within a 2D top-down simulation framework. The game's progression and success can be driven by player decisions and effective management, creating an engaging and accessible experience for players.

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Shop where you can buy Pats:

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