

LSW

How To Play:

You can move around using the arrow keys or the WASD keys.

Space key is used to interact with the world objects (Plants, seeds, and to open up the shop).

You can get coins from collecting the plants.

plants grow after a few seconds of planting the seeds in the soil. (Walk up to them and hit the spacebar to start growing them, and to collect the coins).

Development:

All the code included in the project I wrote my self, I did not use any pre-written code from an outside source.

The sprites and tilemaps I found on the internet and I have no license over them, I just used them to give the game a better look.(The game has no animations or any special graphics to it)

My Opinion:

I think I did a good job on the programming side, unfortunately I could not show you my full potential as I'm not fast with drawing animations so I had to cut them off to meet the deadline, But overall I actually had a lot of fun making this prototype I honestly did not imagine making a simulation game would be this much fun.I hope I impressed you with this project and I'll be looking forward to your response.