

Hello everyone!

I'm sorry for delivering the task outside of the deadline. It's new year and my full-time job has a lot of deadlines that I need to finish, so I only have a few hours a day to finish the task.

All the features that I mention on the original explanation documents are done and complete. There are some quirks because I cut corners on some stuff due to time. But I think everything is playable, and If I spent more time to polish some code that's not clean I can make a whole adventure game with my implementation.

My approach to the problem was to make it as modular as possible, the results are quite satisfying, but I skip some clean code stuff to just focus on delivering the product. This was my first time making this and I never follow any tutorial on how to make some of this, so this was quite a challenge.

I'm not sure if this is still acceptable but I'm proud that I can complete this even though it takes more time than what was given before. Anyway, I hope you found some sense of humor that I put into the game and hopefully I produce the results that you guys looking for.

Thank you so much for the opportunity.

Best Regards,  
Fikry