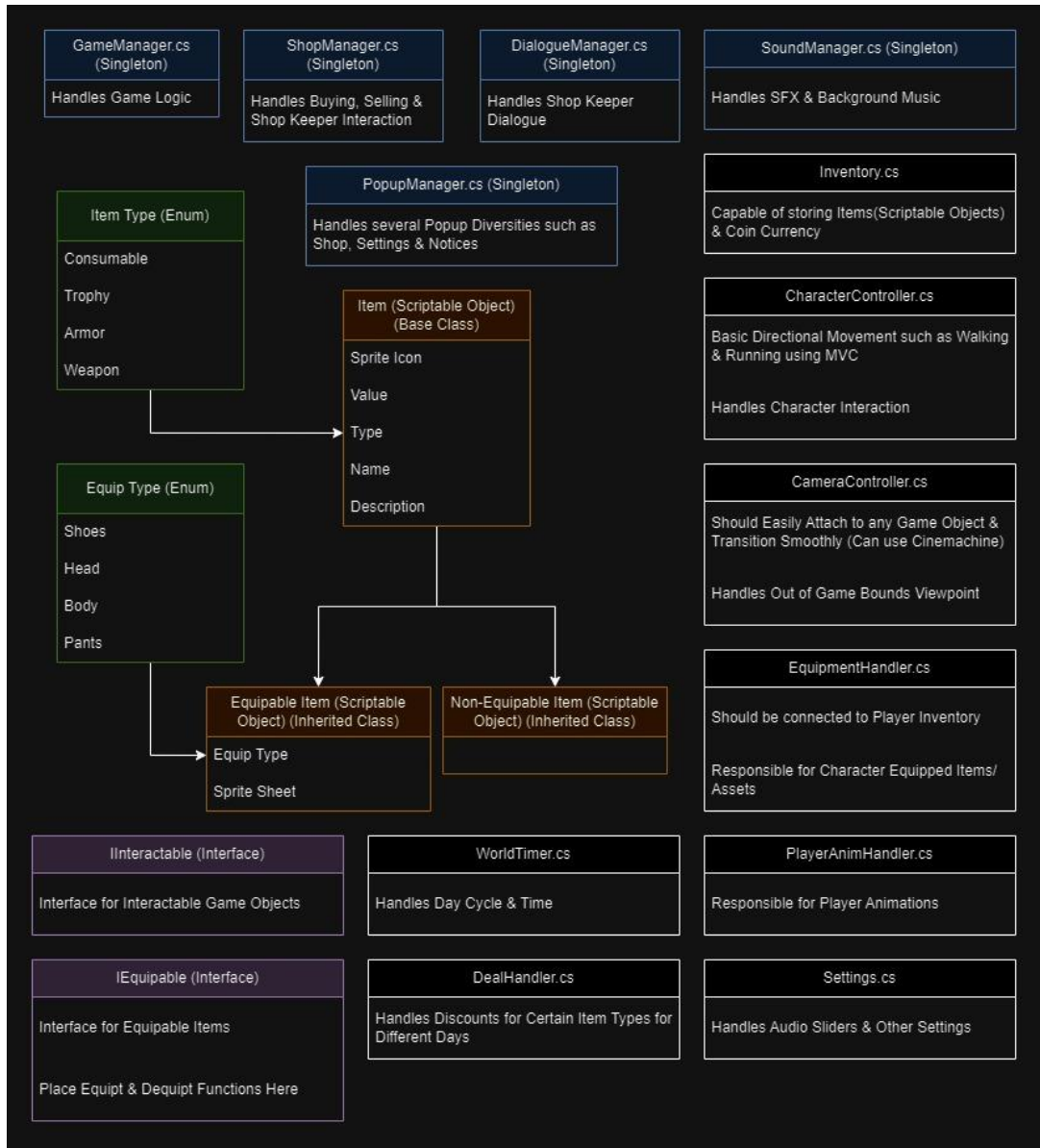


DRESS DEAL DAYS

The name of the game was inspired by the original concept I had in mind. Given the requirements for the prototype, I wanted to incorporate more features such as a calendar day in which the store would give out a good price deal depending on the day. Each day would give out a discounted price for a particular type of item.



I started development by listing down all the required features then converted it to a flowchart for better visualization. The flowchart presented above was from what I had initially visualized in my mind. Upon starting the development process on Unity, I later on made

adjustments according to the improved development structure that I had in mind. Most of the scripts on the flowchart were created and later on improved.

Some of the extra features that I wanted to implement gave me a new viewpoint as to how I should approach the code structure. With that in mind I made adjustments to accommodate the implementation of mentioned extra features which was one of the reasons why the hours seem to go by so fast, and I took a bit of time trying to find assets that seemed to fit the whole Stardew Valley vibe.

I was able to implement all the required features but it lacked item diversity due to the time constraints. Overall, I didn't notice the time and proceeded at my own pace.

Asset References

- <https://assetstore.unity.com/packages/2d/gui/icons/2d-simple-ui-pack-218050>
- <https://assetstore.unity.com/packages/essentials/tutorial-projects/happy-harvest-2d-sample-project-259218>
- <https://assetstore.unity.com/packages/2d/free-2d-mega-pack-177430>
- <https://assetstore.unity.com/packages/2d/characters/mighty-heroes-rogue-2d-fantasy-characters-pack-85770>
- <https://seliel-the-shaper.itch.io/character-base>

- Jayson Del Rosario