# Merchant Pixel Quest

The prototype incorporates the required features for the test with additional features. I included a day cycle as with what I had first thought in mind but upon implementing the sales feature, I need to incorporate the goods / items needed to be sold. Thus, I experimented with a traditional top down RPG mechanic.

The goal was to create an in-game economy with minor game progression with the scaling of different enemies that drop loot which can then be collected and sold to shops within the village.

My development started as with almost all my projects, which is a thoughtful process to lay out the groundwork for how the different scripts connect all together via flowchart. A couple of hours went into the level design and finding the right tilemap & art assets, I wanted to get the same atmosphere as when I played Harvest Moon a couple years back. I had an issue with using Sprite Resolvers with Blend Trees for animations for clothing. This seemed to be an issue with Unity that has been resolved on a later version of unity.

One of the things I wanted to emphasize was the feedback for the different elements of the game that can be referred to as juicing. Some examples can be seen on the interactable sign posts and a fish swimming by a pond. It brings life to the game to some extent so as to not feel bland and somewhat bring an immersive feeling.

I also wanted to incorporate a drop system using a cumulative probability formula to showcase my background on probability / luck based games that I've developed before but unfortunately I had to cut that in since I was worried I wouldn't have enough items to play around with as variables. This idea was also influenced by my playing of Monster Hunter as of late. I added a couple of enemies which seemed to blend in the correct environment that I've chosen.