

## ***About My Project:***

As I never had a professional Unity project experience, I applied my framework knowledge that I use in my Java internship. At first I made a few simple doodles in my notebook, and from there I began to sort out what might be unique entities. Once they were idealized, I created files that perform the service between the entity and other files (usually UI), this is where the actions that this entity can do are located, I named it Demands. These files contain, for example, the player's actions, such as buying, selling, etc. It was also in these files that the entities were instantiated and that way I could access them by calling this file of actions.

A file called WorldController was created, where the logic of how that world would work would be, such as how fast the player gets hungry or how fast a lemonade sells.

The structure of the project is basically that of Want something? Call the Demands of your desired entity that will have everything there. As the project progressed, things were not as organized as I wanted in this Demands due to time, but they were fulfilling their role. My idea was also to centralize all the texts in the project in a single file, called Texts. This would facilitate the editing of these texts and an eventual translation. In my opinion, I think I did well. I had never made a game in 2D either, I had to do a lot of research and learn as I went along to deliver something good and on time. Everything on the screen was handcrafted by me, apart from the fonts and music. I could get ready-made assets, but it would limit my imagination, and since I'm not a good designer, with that in mind I just embraced the visual identity based on the traits of a 5 year old, and in my head it worked.

Time was my biggest enemy, as I have a current job and study, but I think I managed to deliver something good.

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