

Thank you for the opportunity and the challenge, it was fun.

I'll start with how the game works;

- Use the W, A, S, D or the Arrow keys for movement.
- There are two instances: 'outside' and 'indoors'. You will spawn 'outside', approach the door of the building closest to you when you spawn to enter 'indoors'. While 'indoors' you can exit through the door behind you.
- Press Esc to exit.

As for my thought process, I did as I always do, start off by breaking down the tasks into tiny chunks to have a better idea of what to do and where to start as this was my very first attempt at a sim-type game. I did that to avoid potentially feeling overwhelmed as that would hamper my progress. I knew I had a lot of ground to cover and probably wouldn't be able to complete everything on the list due to the learning curve and the limited time frame but this was an opportunity to learn so I wasn't going to shy away from it. Designing the pixel art character and animations was a bit tricky at first but I started to get the hang of it so with a little more practice I should be good.

As for how I think I did, I believe I still have plenty of room to grow and given the opportunity, I will grow. I enjoyed the open-ended nature of the task and developing a 2D game more than I thought I would. I honestly enjoyed the task and look forward to working with you.