For you, I present you with a Little City Haven demo. The game mechanic is simple; arrow keys for movement, x for interacting with objects, and mouse click for button. You can walk around in the small city, and explore the Boutique(currently the only thing interactable). Inside you can talk to the shop keeper for assistance and try on the fitting room.

After reading the tasks, I created a glo board of the requirements and brainstormed for a bit how I'm going to tackle each task. I tend to break each requirement into smaller tasks and work a little bit from here and there; then slab everything together like a giant puzzle.

In my honest opinion, I think I did okay. I apologize in advance for all the glitches the game has. There are a lot of things I can improve on and learn, but just the time restraint made it difficult. First few hours were spent on finding assets and creating tilemap and then I had a few hiccups on some dev issues. But overall, I did my best and had fun creating this. I hope you like it and thanks for the opportunity.