Villagentle creation

The first step for any game creation is planning and *Villagentle* wasn't different, with the premise of a character with a good heart and not much money *Villagentle* was born to become a relation-building game, not always a romantic relationship, but as a community.

So with the premise in my hands, the first step was level design, every time I start to build the scenarios, and had ideas in the process, a catch myself thinking "this space needs an animal that I will interact with" or "this place is good to put a item that I can see but can't get from here", so it works as I final brainstorm of ideas for me.

The animation comes next, in this step, I get every character that I wanna use and put them in place, after that I get player and future animated characters sprites, normally I cut each frame into a single sprite to have more control and to create new animations with the sprites sometimes.

To be honest, I'm not an artist, I don't draw much but also I never had much trouble editing sprites and arts so even using public sprites or arts made by friends I still take an effort into building games like this one with a good aesthetic.

Coding is always a learning process, I started doing simple things like moving characters, the Store door warp, and some colliders when I decided to do the store I started to study again, about cloth swapping and shopping, the scripts are based on simple scripts from other people but all of them were modified by me to with new functions and new "features" to them. And something that you might notice, I like to reuse code in more than one object.

Finally the audio, the soul of the game, audio isn't hard to code and I usually put audio in the end, because even making all the difference in the ambientition and player experience, audio has a low influence on other objects and mechanics of the game, and with the audio set my final step is testing and testing, usually after a break, to catch and fix some bugs and change some UI choices, and after all, you have a game like *Villagentle*.