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Milestone 2 - Proof of Concept

So last time I said I was going to make a plant management kind of game so that I could explore new territories. I have decided against that and am going to stick to my favorite style of game, puzzles. I still think I want to incorporate some kind of collectible and trade system so I can play with inventories and more fleshed-out UI systems. I will make this in Unity and it will be top-down and pixelated. I want to build off my level from last week and then add some minor combat and some NPC interactions. I want you to solve puzzles to acquire new items and then you have a "home" that you can decorate or build in a way similar to Stardew Valley in a sense. I will get my assets from the Unity asset store and if I can't find something I will do my best to make it. I predominately need to focus on building out the puzzles as that is the primary gameplay and everything else is extra fun.

I'm going to do programming in Unity so that I can get practice writing scripts. But for a base game, you will be solving puzzles and fighting minor enemies in order to progress and gain items.