

Hello!

My thoughts about the process the game is:

First I build the level design with Assets from the Unity Store, and I choose a Character that fits thematically the Other assets art style

Then I wrote the main scripts for a basic working game, like gameplay aspects from movements to interactions with the NPCs and finally I made the final design touches.

For the gameplay, the player needs to talk with an NPC to get some coins, then he can move to another place to talk with a hat seller, there if he had enough coins he can buy some of them.

The movement is with the keys WASD, with the mouse for clicking in buttons and buy items.

I wanted to do more stores so the player could buy shirts and pants, but I couldn't have the enough time for that, beside this I wanted to build a Menu and a Pause panel, so the game were more nice and well finished, but I was very happy about my work, because I never did an 3days game alone before.