

## The Process

During the development of this fashion simulation game, I followed a structured approach to ensure efficient progress and maintain code quality. Here's a summary of my thought process and the key steps I took:

I initiated the project with a brainstorming session to solidify the game's concept and mechanics. After this, I drafted a game design document to outline the core features, gameplay elements, and objectives. This served as a blueprint for the entire development process.

To streamline project management, I set up a Trello board with three columns: "Must-Have," "Should-Have," and "Could-Have." This helped prioritize tasks and maintain a clear focus throughout development.

To save time and leverage existing resources, I imported a main menu and an audio manager from a previous project. This allowed me to jump-start the project without reinventing these components.

Regarding visual assets, I imported packages to enhance the game's visuals and create a visually appealing environment. This decision contributed to a more polished and engaging player experience.

The initial development steps included building the player movement and establishing the aesthetics of the in-game shop. These tasks provided a solid foundation for the game's core mechanics.

To enhance the player's interaction with NPCs, I implemented a dialogue system. To make the dialogue system visually pleasing and smooth, I integrated the Leantween library, ensuring that in-game conversations flowed seamlessly.

One of the most complex tasks in the project was developing the shop's UI and logic. It required meticulous planning to enable players to buy and sell clothing items effectively while maintaining an intuitive and visually appealing interface.

Once the core functionality was in place, I focused on polishing the game. This involved refining existing features, optimizing performance, and making adjustments based on user feedback.

Lastly, I improved the main menu to enhance the overall aesthetics and provide a more inviting introduction to the game.

In summary, my approach involved meticulous planning, leveraging existing resources, and focusing on core gameplay mechanics first. The use of Trello for project management ensured that I could track and prioritize tasks effectively. I believe this systematic approach resulted in a well-structured and functional fashion simulation game. Throughout the process, I maintained a balance between code development and aesthetics, reflecting my commitment to both technical and design aspects.