

On the first day I was thinking about the game while looking for sprites, my initial idea would be a game where you are a detective and solve mysteries across several continents watching the adventures and accumulating mystery points, to unlock new mysteries, places, clothes. .. After searching many sprites and not finding much, I simplified the idea, now the new objective would be to do missions and as a reward I would earn coins and friendship points, with coins you can buy clothes and friendship points would be a prerequisite for other missions or unlock unique outfits.

The game is very basic, just walk and interact with the npcs, using "W", "A", "S" and "D" or the arrow keys to walk and the spacebar to interact.

All NPCs who are people can have clothes, glasses and a name. There are 3 types of NPCs, those who just chat, those who chat and sell items, and those who are part of a quest.

The shop system is just buy, each item has a price and a name, you buy an item, wear the item and go to your inventory, where you can trade whenever you want. it is not possible to buy two items the same.

The inventory contains all your purchased items, when changing clothes it will appear on your character at the same time, and in the chat when talking to any npc.

The mission system is very simple, each mission has a npc to start, a name, a description and values in coins and friendship points, to start just interact with the right npc and wait for the panel to accept or decline, after accepting talk to other npc In the order of the quest, and progressing to completion, when you complete the quest, the panel will appear again showing the rewards.

I don't think I did very well, the time was too short to do everything I had planned, the lack of home screen and music left me disappointed and the game was very simple.