This game serves as a condensed simulator that is inspired in Stardew Valley. Its features include:

- A store where players can purchase or sell items. To facilitate selling inventory items, they must be unequipped.
- An inventory system allowing th player to equip or unequip items.
- Interactive elements such as interactions with the shopkeeper, chickens, statue, tables, and waterhole.

Creating this game wasn't overly challenging, but it did require a significant amount of time for designing and searching for assets. Despite this, I found the concept enjoyable and engaging throughout development.

On a personal note, I feel that I may have taken a bit longer than necessary to complete this project. My tendency towards perfectionism often leads to extended periods of creative exploration and asset searching.
I also got to explore some new Unity systems that were completely unfamiliar to me, like Tilemaps, Grids, Sprite Library, and Sprite Resolver. So, I took some time to figure out how these systems actually function.

Another thing to note is that because I spent a lot of time searching for assets and designing the level and UI, it left me scrambling to create the inventory and shop systems in just one day. It wasn't overly challenging, but I found myself unable to take proper breaks. I know it's not the healthiest approach, but I was really eager to finish the project and give it that cute touch. If I could turn back time and change something about the project, I'd definitely spend less time on making the scenery look pretty and opt for using a mock instead.

However, overall, I am immensely proud of the outcome and the way the project turned out.