

Greetings,

I've developed a condensed simulator that takes inspiration from Stardew Valley. Its features include:

- A store where players can engage in buying or selling items. It's important to note that items must be unequipped before they can be sold.
- An inventory system that allows players to manage their items by equipping or unequipping them.
- Interactive elements abound, including interactions with the shopkeeper, chickens, statues, tables, chests, crops, and waterholes.

All the code from the project was made by me. All the assets I used are on the Assets/Packs folder (minus some that I made myself or are standalone assets)

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.

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.

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.

And because of that, 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.