

After reviewing the parameters and requirements, I planned the possible player interactions with the environment and decided on the best way to incorporate equipable outfits for different body parts. I aimed for a solution that would be quick, visually appealing with minimal effort, and easily scalable. My choice was to use pixelart since there is an abundance of online resources available that could offer a significant level of artistic coherence.

- The player character is controlled using the WASD keys, allowing for navigation throughout the world.



- To access inventory, players can use either the TAB or I keys, providing an intuitive and convenient experience.



- Within the inventory, interaction is straightforward: simply click and drag an item to another slot or one of the two equipped slots. It's important to note that there are restrictions based on the type of item; for instance, you can only drag hats to the hat slot and clothing to the clothing slot.
- As you explore, you'll come across crates in the blacksmith's workshop. Just approach them and press the E key to open them.



- This money can be used to purchase weapons and clothing from the blacksmith. Simply approach the blacksmith, and a shop menu will appear, making it easy to acquire new gear and weapons for your character.



- Once you've made your purchases and are ready to proceed, simply move away from the blacksmith. Now, you can access your inventory and equip yourself with the new items you've obtained, improving your abilities and preparing for new adventures.



My final conclusion was quite satisfying. It had been a long time since I challenged myself so much in such a short amount of time. Seeing the difference from a couple of years ago when I worked on a Jam project was quite noticeable for my personal record.