

First of all hello, I hope everything is going well.

Actually, I made mistakes that really shouldn't have been made while doing the project and I don't know why this happened. At first, I thought that I would do the project easily and I had plenty of time and I wanted to make the project polished as I wanted and in a way that it could look really nice. This thought took me to a very wrong place and lost me a lot of time. Normally I always write my code first and make a small prototype. Then I would set up the visuals. I don't know why I did that this time.

First of all, I determined how my game would look like. Then I decided to take from Unity's sample project called Happy Harvest. I preferred to animate my character with Sprite Skin instead of Spritesheet animation, thinking it would be more efficient. The bad thing is that my project was running in Unity version 2021.3.2f1 and Unity's Happy Harvest sample project was running in version 2022. First of all, I had to manually take the Assets from there one by one and I lost an incredible amount of time here. I really wanted to give importance to the visuals of my game, but if I knew that I would lose so much time, I could go different ways and keep the visuals simple. After taking the images from the sample project to my own project, I spent a lot of time placing them on my scene.

After preparing my scene, I created bones for my character and started to create animation. I lost a lot of time again because I missed something very small about the bones. I really lost a lot of time in this part by making mistakes that I would not make in normal time.

After setting up my character, I wrote a 2D movement code with Rigidbody. Then I connected this movement code to my animations. The point where things changed again for me was in the part of changing my character's clothes with Sprite Library Asset. Since I didn't have much knowledge, I was able to write the code after a little learning process. Then I created my Inventory system and added a character portrait because I wanted to polish it extra. After completing my inventory system, I wrote the codes for wearing clothes and buying or selling things.

I'm really sorry for taking so much time. Some mistakes really made me lose a lot of time. I made mistakes that I didn't make in normal time and I regretted it a lot. I had a lot of features in my mind that I wanted to add more. I thought I could add it, but unfortunately I couldn't add it.

The ones I had in mind:

- A small action system
- A small NPC dialogue system
- A little Quest line
- Day Night Cycle
- Tutorial
- Map
- Energy and Sleep Feature
- Food Eating

