

Development Summary: Andrija's Cozy Farm

I first mapped out the goals to identify task priorities. I then organized these tasks on a Trello board and linked the project to Github for smooth progression tracking.

My development began with the player character, integrating Unity's new InputSystem for a basic yet functional sprite. I adhered to the principle of "mechanics before aesthetics" which laid the groundwork for the farming mechanics, inspired by Stardew Valley. I focused on a toolset that included Plow, Seed, and Harvester—keeping it simple but scalable, bypassing a complex inventory for straightforward farming and economic interaction.

I aimed for optimized tool functionality within the PlantingManager script and created adaptable plantable spot prefabs, designed for easy content expansion through scriptable objects.

Crafting the ambiance, I designed a welcoming environment with a cozy grove, a cottage-turned-shop, a lively cat, and an altar for the tutorial segment. Learning to animate characters with a paper doll model was challenging but ultimately rewarding, despite its manual process.

The NPC dialogue system, built with scriptable objects, allowed for effortless dialogue and sprite additions. This ensured a seamless future expansion, with the initial setup facilitating rudimentary audio features.

Building the clothing inventory and shop interface, I established a sturdy system to manage outfit transitions, priming it for future updates with low effort.

As I wrapped up, I refined the game's polish through bug fixes and optimization, also developing a persistent main menu to enhance the user experience.

In just 30 hours of the given 48, I crafted a game that brought me back to the collaborative spirit of game jams, albeit this time on a solo adventure. The project was not only a delightful foray into farming game development but also a testament to creating something scalable and endearing, all while being accompanied by some cozy music.