

Salutations,

First of all, this is a thrilling opportunity for which I am thankful to be participating. My current design expertise and portfolio has been leaning more towards strategy, action and adventure RPG, also mobile puzzle and minimalist games, but it was an exciting experience designing a mockup for a nice and cozy sim game such as LSW.

I asked to get started on Saturday in order to commit regularly and fully to the process. On that day, I decided to research and start the visual style of the game, assigning assets, preparing the tilemap, character visuals and animations, and as a personal challenge I also started building the game for networking clients over a simple server-auth architecture (with movement and animations being the only synched client auth). I have been working on personal networking projects, so that was not too difficult.

Then, on Sunday, as I mentioned on some emails, I honestly could not get my mind wrapped to coding and design. I wish I could have seen this earlier, but I was so excited with the task that I forgot how exhausting the last few weeks have been in my current localization career: over the span of 8 years, Baldur's Gate 3 has been one of the greatest, most extensive, and high-stakes projects I have worked on.

Since you kindly provided more time, I recovered and got back to working on the task, alongside my regular daily localization projects. I added the groundwork for the classes and basic architecture of the managers, (GameManager, UIManager), the item classes, and basic interactable features. Also tested a quick "clothes change" for the players through which they can interact with an object in the world (or via a button on the UI) to acquire/swap one piece of clothing. During the workweek, my current availability is hindered by a few loc projects' deadlines, although obviously I would make myself fully available in case we progress with the recruitment steps.

Thank you for considering my work, and please feel free to provide any feedback, such would be great for my personal improvement.

Caio Ulian