

I started working on this project roughly 3 hours after I got the task (May 13, 8:00AM). The very first step was revisiting both Stardew Valley and The Sims, to get a better understanding of the key aspects of both games. Spent the next 2 hours looking for art assets, as the bundle provided was not to my liking.

The first 4 hours of the actual work was mostly designing the world, which was actually just placing tiles while trying to make some sense with the general layout. Once the world was complete, my next step was building a UI system. As UI is one of my most liked areas, I tried to build a solid system that would allow me to expand upon it quickly after the first screen was complete. After another couple hours, I finished the basics for my system, after which I took a break as my initial adrenaline rush was beginning to fade. Around 5:00 PM I got back to work, now on the interaction system, trying once again to make things as generic as possible so that expanding the system would be done quickly. The first day ended with a walking player able to clumsily interact with objects in front.

The second day started by polishing the interaction and creating specific classes for the most important objects. After this, I created some custom sprite sheets for the clothing system, and moved onto allowing the player to change outfits. Once this was achieved, I made a shop UI and moved the outfit functionality to this screen. After allowing the player to get coins from the environment, I finished the shop with a buy/sell mechanic, and added some flavor text to the whole experience. Finished the day by polishing some visual details and making sure everything was working without major bugs.