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2D survival video game in C#

Github link: HERE

This is a bare bones 2D video game made with the intention of learning game development and C#. Though it does not look like much it taught me a lot about vectors, asynchronous processes, object-oriented programming methods and much more. Here is a list of some of the features I found most challenging to implement (larger list on github).

- **Items** that can be both stored and used.
- **Inventory** with ability to stack, unstack, drop and move items.
- **Storage and crafting.** Keeping track of item amounts, locations, and recipes.
- **Farming system.** Player is able to eat and heal from food they've grown themselves
- **Weapons** because projectiles are difficult.

Quick demo video HERE.

What was particularly refreshing about this project was that there were very few Godot tutorials that used C#. This meant that I was on my own for most of it. I don't think a single feature was implemented in the most optimal way from a game design perspective, but I did learn a ton.