

Explanation

This system uses WASD movement. To initiate the clothes shopping, the player walks up to the shopkeeper and presses E. I began the prototype by finding proper art assets. Since this required a specific art aesthetic and camera perspective, it was important to me to find assets that fit the theme. I then worked on basic character movement, which was straightforward. I went on to work on the shopkeeper dialogue and player shopping.

The player has three clothing items that can be bought, sold, and equipped: the hair, chest, and legs. Each item type has a set price and several different options. There is also a preview window since the actual player may not be visible. If the player selects an option that can be bought, only the “Buy” button will show, as it is not relevant to show the “Sell” and “Equip” buttons. It should also be noted that the player’s default clothing (Hair 0, Chest 0, and Legs 0) cannot be sold. The different item types use Unity’s prefab variants system. This was incredibly helpful for programming, because, once the main layout was complete for one item type (e.g. the hair), there could simply be another prefab variant made for the other item types.

Once the main features were finished, I built out the shop environment using the Tilemap system. This consists of three layers: the ground, the walls, and the furniture. Each of these are given their own sort order. The executable build can be found under the “Builds” folder on GitHub. As far as areas of improvement, the amount of gold is able to go negative. I would also have liked to include some sound assets and animations to make the environment feel more alive. This was a fun opportunity, and I look forward to hearing your thoughts!

Sincerely,

Alex Robbins