

When I was concepting how to do the task I defined that I wanted the player to be able to change clothes and walk around the store wearing them, with them having an animation too to accompany the player animation; that alone I got to know later that it would be a great challenge, as I never did something like that, and all the clothes had to have an animation that matches the player, so I started researching how to do it, and came across the Sprite Library Assets, which let me create an animation referencing a Category and Label, instead of a Sprite, as long as all the Sprite Library Assets have the same Categories and Labels.

Then I started setting the background and decided I'd like the clothes to be on mannequins, and when you put them in the cart they are not visible on the mannequins anymore and you can't interact with them anymore until you give up on the purchase or, if you bought it, sell the item. Each outfit has a predefined mannequin, so it will always go back to the same one.

When in front of the mannequin, if you click on the heart you'll add that outfit to your cart, and when you get to the shopkeeper he will ask you if you want to buy what's on your cart if you have enough money, if not, he'll only empty it for you. After you buy some outfits you can go to the dressing room to change clothes, when you're done you can sell the outfits you'd like, but never the initial one or the one you're wearing.

Due to the small time frame and the unpredictable weather here I'm not 100% happy with everything, especially the scripts, but it's working exactly as I imagined during the conception, and with that I'm very satisfied.