Project "GDD"

The player will be able to acquire new clothing items of his choosing, for its avatar, by trading the required materials for the specific item at a shop.

   A. There are objects that will serve as clothes that an avatar will wear. This are elements that affects the looks of the avatar.
   B. The player must have control over what piece of clothing he wants to acquire and know what it will look like.
   C. The system by which the outfits are acquired is by having the player give something of his (currency, materials, time).
   D. Each outfit has its own requirements in order to be acquired and the player cannot make any changes.
   E. The outfits can only be obtained through a vendor who runs a shop.
   F. The player must have the meanings to get to the shop.

Expanding on (C), the player will have an inventory where he can look and equip its clothes. This will also serve as the meanings to storage the materials if needed.

Expanding on (E), the player must have a way to communicate with the vendor in order to access its valuables.

OBJECTS

   - Avatar
   - Vendor
   - Player
   - Storage / Inventory

SYSTEMS

   o Dressing
   o Trading
   o Movement
   o Storage
   o Interaction

Postmortem

The process by which the game was developed was by following this steps:

1. Make research on the references.
2. Understand the reach of the task.
3. Identify the core elements and mechanics.
4. Start coding the systems.
5. Create instances of the systems and its elements and test each individually.

The main focus was on the store and trading system, nevertheless it is not fully independent. My approach was to understand and connect the systems as they were appearing from use cases.

In order to make some progress I started by creating the player and its movement. For this I decided to use the "New Input System" for it to be easier to add inputs or physical controllers.

After that, the player required to go to the shop and buy something, so I created the vendor and the interaction system. This was based on the idea of using a collider to verify which item I am currently looking at and if intractable, then generate that object custom interaction through interfaces.

Following this, the next step was to create the game items: currency, outfits, etc. For this, the inspiration was FromSoftwares's system where the items have a numeral ID and the first numbers represent the type or use. In order to simplify the item creation, the use of ScriptableObjects was needed. Also, because of the size, a simple Archive with all the items was created.

After that, the storage system was implemented in order for the player to collect items, as well as for vendors to stash their products. This was a module that could be shared by both, and so, make the trading a little easier by taking out items from 1 storage into the other one.

For the final part, the trading and dressing systems were relatively easy as the first one was a connection between storages and the second one was a simple substitute on the avatar's outfit through the player storage.