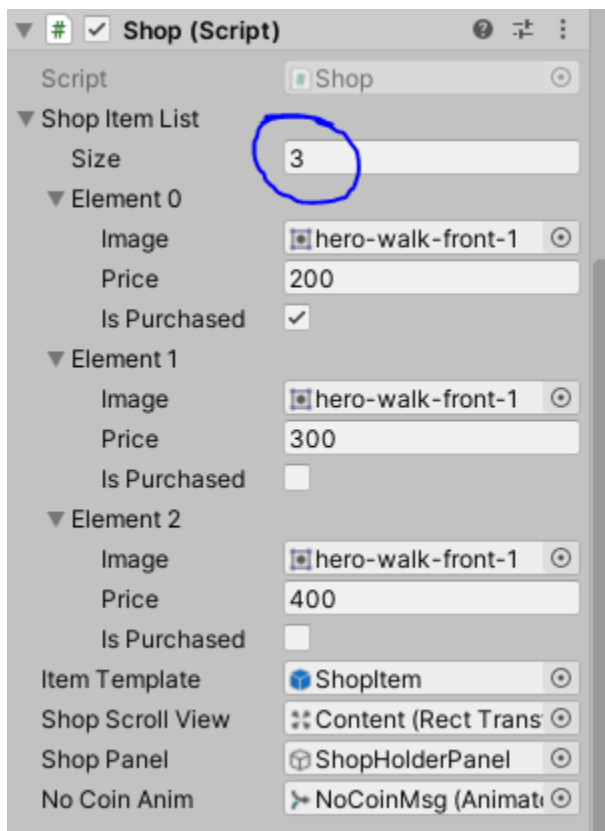# Documentation

Clothes Shop and Dialogue System

1-**Clothes Shop**

There are three scripts using for shop system

Shop.cs, buttonExtension.cs , profile.cs , GameManager.cs

Shop.cs

Add new item to the shop, there is itemlist in shop.cs you need to just add new element to this list using unity editor

Just change it to the 4

Each item contains cloth sprite, price and is purchased bool for knowing that item is purchased or not?

Just need to add 3 to 4, add cloth image and its price.

Shop.cs contains these variables

-ShopItemList →for list of items

-ItemTemplate →item template prefab

-ShopScrollView → position for instantiate the new items

-ShopPanel → panel for showing the shop

-NoCoinAnim → animator for showing animated text if has no coins

Shop.cs contains these methods

OnShopItemClicked(int itemIndex) → method for purchase item

OpenShop() → method for open the shop panel

CloseShop() → method for close the shop panel

DisableBuyButton() → method for disable the buy button after purchasing the item

ButtonExtension.cs

-only have extension method for adding event to the item buttons for buying the item;

Profile.cs

this script is for showing the available clothes or items

Profile.cs contains these variables

ClothList → for getting the available clothslist

ClothUIPrefab → cloth item template for showing the items

ClothScrollView → position for items

ActiveClothColor → color for active selected cloth

DefaultClothColor → color for unselected cloth

CurrentCloth → for showing the current cloth has applied

Profile.cs contains these methods

GetAvailableClothes()→ for getting the purchased cloths from shop

AddCloth() → after purchasing the cloth this method is used for adding the cloth item to the cloth list

OnClothClick()→showing the cloths when user click on it and apply the clothes to the player

SelectCloth()→showing the selected clothes to the panel

GameManager.cs

GameManager handle the coins and update the coins after user purchasing the clothes.

Dialogue System

Have three scripts DialogueManager.cs , Dialogue.cs , DialogueTrigger.cs

DialogueManager handles the dialogue system

Have StartDialogue() , TypeSentence() [couroutine] , EndDialogue() methods

Dialogue.cs

Dialogue class contains the name and array of strings

DialogueTrigger.cs

Call the dialogue

Thinking when creating the prototype

First I don't know about LSW I was just thinking about simple shop functionality which I made many times but when I was search about LSW I was impressed and motivated for working, first I used different environment but after researched about LSW I changed the theme of my prototype according to the LSW game. Now I am just waiting for answer and fully motivated for work with LSW.