

Documentation

Player.cs: Controls the player's movement. Animations and Inputs.

This includes interactions with Interactable.cs

You can change the speed via Inspector.

PlayerCustomization.cs: This script deals with the changing of sprites on the player's customization options., If there were to be more customization options, they should be added here.

SaveManager.cs: A class made for saving and loading information. In this case the gold you have and get your current saved gold.

Interactable.cs: The base class for interactables, this has two methods which can be overridden once inherited by another class, this are:

- Interact

- EndInteraction

Both use unity's events to create customized interactions for each class that inherits from Interactable.cs

Store.cs: Inherits from Interactable and through the events, applied via the editor, activates a text box with dialogue from the shopkeeper and the StoreUI which includes all available customization options.

StoreElement.cs: Scriptable object which includes the information of all available customizations.

This includes sprites used for the animation, icons, prices and type of customization.

UIElement.cs: A base class for UI Elements that will be toggled on/off, in this case via Fade.

This is made via animator and canvas groups.

CameraFollow.cs: Follows smoothly a target at a certain distance/offset. Speed can be modified via the inspector.

Dialogue.cs: Includes the Dialogue, portrait, color for the name tag, name of the sender. To be used with TextBox.cs

TextBox.cs: Inherits from UIElement. Displays Current dialogues including a portrait and name tag of the speaker.

StoreUI.cs: Inherits from UIElement. Displays customization menu, has tabs for different types of customization if they were any others. Keeps track of the current active StoreUIElement per category.

StoreUIElement.cs: It's the object displayed in the Store UI which checks if it can be bought, applies the customization and removes the price of the items.

-Inputs used for gameplay:

- WASD** for movement.

- Space** For starting interactions.

- Esc** for ending interactions.

Environment created with TileMaps and Palettes.