Process notes

- I'll start bottom-up, by creating a stardew valley-like player movement from a fresh unity project

- I used the Mana Seed character spritesheets. While implementing it I realized that going through the pipeline of creating separate animations for characters clothes and hats would not be scalable. So instead, I create an intermediary scriptable to represent each sprite sheet. A context menu method is used to automagically slice the sprites and reference it on the spritesheet asset.

- Then I created a synchronizer script that allows you to animate these spritesheets throught the location in the spritesheet's grid. This way different spritesheets can be swapped out without needing new animations. Also all body clothes and hats are animated with the same parameter.

- Worked some more on the animations and made the character be able to stand walk and run (with left shift), because why not.

- Worked on the environment floor. Added a tileset and tinkered with some tilerules.

- Took a look at the UI and controls in Stardew Valley and looked at some Little Sim World videos for reference

- Setup scriptable objects for representing items→outfits and wares(list of items offered by a merchant)

- Setup a small set of Monobehaviours to organize interactions in a scalable manner. PlayerInteraction handles it on the player side, while Interactors are set with its base class and a Merchant class that handles. Set a reaction animation for the merchant (with the available frames). Also drew a little bubble animation for the player :)

- For the interaction itself, I'm just hardcoding the E key. As is used in many games that employ WASD.. A full game probably would need either a tutorial of some kind or a Controls menu. Both out of scope.

- Tinkered with sorting settings so it replicates what you see on stardew valley.

- Built Shop UI base. Used some modified wood assets from OpenGameArt. Setup scrolling logic for item entry list. Set pixel art font in TMPro.

- Spent too much time beautifying a portrait out of the ManaSeed sprites for the merchant. It's programmer art made with love (and lack of sleep).

- Setting up item handling for shop and player inventory. The shop UI will be where items are bought and equipped. For now prices are decorative. Might implement player currency if I spent more time on it at a later date. The player inventory keeps track of owned items and handles equipping.

- Made minor tweaks after testing. Gave the character no clothes (just underwear) at the start to be consistent to what is initially displayed at the store. Fixed bug to allow the player to not have clothes/hat defined. Added more items to show case items switching. Tweaked item entries to show equipped items as such.

- Tested some more and made more tweaks regarding the information displayed on the shop entries. Fixed an issue where your currently selected entry was deselected after buying it or equipping it.

- Implemented gold, spending and a simple spending effect

- Tested some more on a build and made some canvas adjustments.

- Made final preparations for turning the project in, made the githup repo public and prepared a relase with the executable.

- Final Note: I had a LOT of fun working in this project. If had a bit more free time I would keep working for most of the 48 hours. Right now the only thing I wish I had a bit more time for was the environment, as it is pretty plain right now.