

Documentation

Flow Description



At the start the player can move around the map. By going up a soldier appears with a dialogue box telling the player that they can press **E** to open a shop and pick clothes.



A shop window opens with the shop on the left and the player's inventory on the right.



After pickup up some clothes they appear in the inventory and can be equipped at the mirror.



Pressing E will open the customization panel.



Clothes that have been bought can be equipped here. If the player wishes to sell the clothes back or buy new ones they can go to the soldier again.



Assets

I have primarily used assets from the "Mana Seed Farmer Sprite Free Sample" pack. These were used for the player, the clothes and animations.

The soldier and background are from the "Brackeys" pack.

The windows, customization screen and mirror were made by me in "www.pixilart.com".

The font used is called "Minecraft" and was downloaded from "dafont.com".

Process

I have started working on this after downloading the assets provided by you and browsing them for a bit. I am familiar with Stardew Valley so I knew how the end result was supposed to look like.

I started with the character, picking a model, and setting up the animations and movement. After I had that I have placed a shopkeeper and started working on some UI for the interactions.

After the UI was designed I made the functionality for opening the shop, buying items and equipping them in the preview window.

Equipping the items on the character and animating them was the final step.

After completening all of the functionalities I started working on some refactoring and bug fixes. And trying to iron out most edge cases.

Thoughts

I am happy with my end result, I am especially happy with my pixel art. I think that my project respects the requirements quite well.

I still have one bug/inconvenience which I have found, you sometimes have to press multiple times in the customization window to get to your item, the index resets to a bad spot.

The code itself could definitely be better, the more I implemented the more linked the classes became and they are too dependent on each other. The player's inventory should be refactored because at the moment there are 3 different entities that work with items in the player's possession.