

Used sprite assets:

<https://seliel-the-shaper.itch.io/character-base>

<https://gif-superretroworld.itch.io/interior-pack>

<https://www.kenney.nl/assets/pixel-ui-pack>

The only pre-written code is the GeneralUtils module and the project template, which has DOTween and TextMeshPro pre-installed.

First of all, I compiled a list of features I need to implement and assets I need to make:

- Character controls
- Character animations and body parts
- Clothes shop map
- Interaction system
- Inventory system
- Equipment system to change body parts
- Shopping
- UI for interacting, inventory, equipment, and shopping

Then, I started to complete these tasks in the order above.

While going through these, I allocated time to test each iteration and evaluate my design decisions. For example, I reimplemented shopping after concluding that the first design wasn't intuitive to the users.

While working on the assignment, I tried to separate game logic and presentation as much as possible. However, the time I allocated to complete the assignment (two evenings and one night) was not enough to evade some architectural shortcomings in the features I implemented last. The most evident example is shopping logic embedded into the ShopPanel UI element. I would move it to the Shop class and revise the architecture more.

Overall, the project structure is pretty modular and extendable.