

Thought process explanation

To start designing the store, I download some assets to the project and create a sample scene to plan how the player would communicate with the store and the objects. I decided to design the clothes as Scriptable Objects so that I could easily organize and access their characteristics. Taking advantage of this, I decided to add labels to the design to classify the type of clothing.

Once I had the clothes ready I started making the shop menu giving it the ability to store types of clothing objects within a dynamic list. I decided to use a list because I planned that the clothing items that were purchased would no longer be available to the player, but that they could be purchased again once the player sold them and doing this in an array would be more complicated.

Now that the shop could store clothes, I designed an object with which the player could both interact with the pieces of clothing and obtain information from them. With the help of a UI prefab, I made a button that could be used in both the shop and the player's inventory to hold a reference to the item currently being selected.

Once ready, it was a matter of sending the information on the objects bought and sold through a Game Manager with the player's reference and his inventory.

I decided to take advantage of the player's inventory references to put the clothing sprites in place and avoid null references if the clothing was sold while wearing it.

Finally add some details to give a good atmosphere such as background music and UI, character animations when buying and selling, a camera focus when opening menus, a small easter egg and a gold refill area so that it is not necessary to restart the game once the player runs out of money.