

2D CLOTHES SHOP PROJECT

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“THE TOWN”



Shop And Lizzy

The floors, trees, roads, items and character designs appearing on this map are taken from <https://opengameart.org/> .

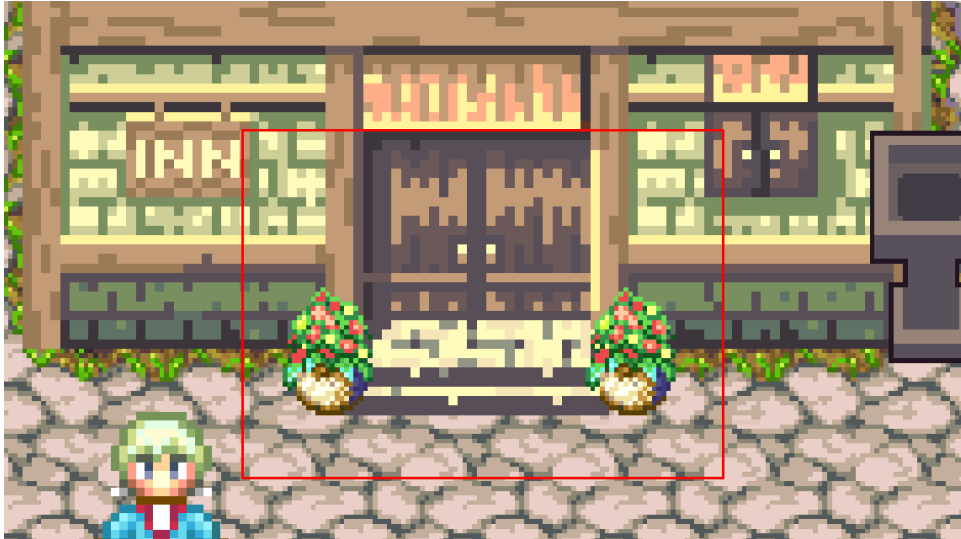
But its design was made from scratch using pallet.

There is no interactive item or NPC on this map, which appears when you first enter the game. But it can be visited even just for the beautiful view :)

I tried to do the best I could do in the limited time for map design.

There is an activity on this map that you can only do while running around!

Yes, of course, shopping!



To shop, we enter through the door you see above.



After you enter, you will see a screen like this.

You can go in front of or next to the table to interact (E) with the store owner and talk!



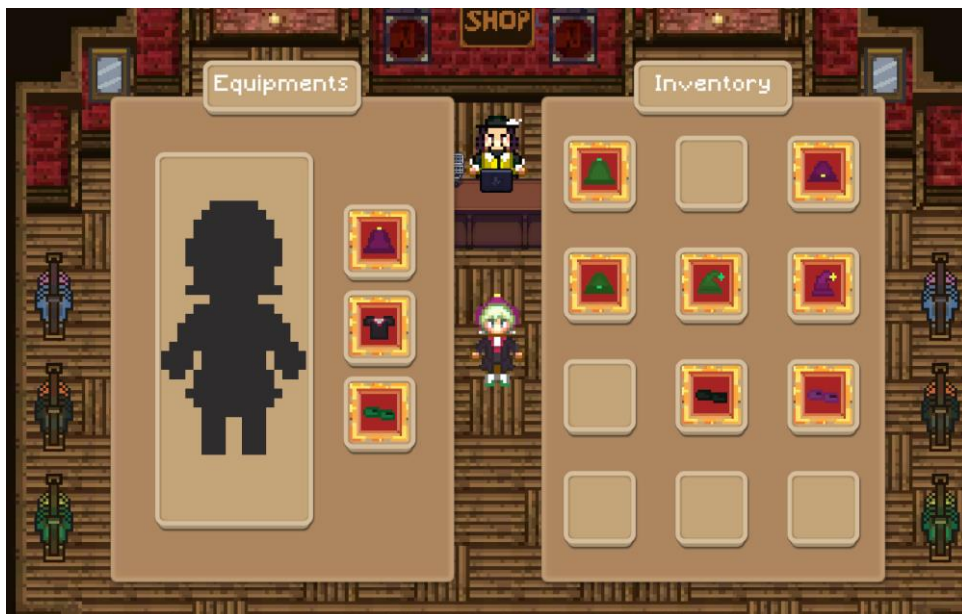
After the first conversation, the store owner will now know you



After this nice talk, you can shop by clicking the shopping cart on the shop owner's desk!

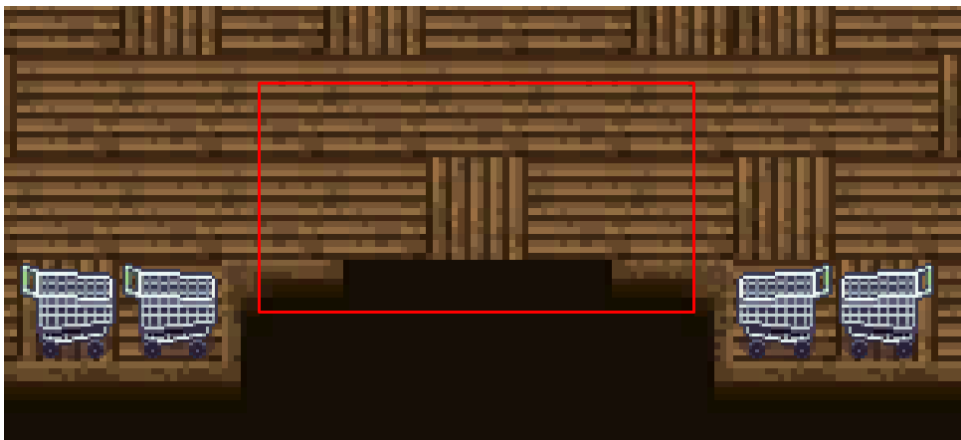


After you get what you want, you can log in to the inventory and try on your (I) clothes.



You can also try it outside if you wish!

You can use the section below to exit the store.



Now you can play however you want!

DEVELOPMENT STAGES

When I began developing the game, I had no assets. I acquired the first assets from the website mentioned above and started working on it.

First, I began with map editing. Using the tile pallet, I created the first map called "TOWN" and made the necessary collider and adjustments. I also organized the layers and views.

Next, I took the first steps with the player character. I created the character's animations using the sprite editor and incorporated them into the system. I then animated the character with a short movement and animation code.

After that, I began designing the second map, "Clothes Shop." Since I didn't have any indoor assets, I started searching for them online and managed to find a few assets to use for the map design. However, one of the biggest shortcomings was the lack of store sections to make it look like an actual shop. Therefore, I began learning pixel art and managed to add some sections to the store.

After finishing the store design, I focused on interactions and wrote a dialogue system. According to this system, the store owner responds to the player based on the number they see. I didn't add more than 2 interactions because it would have taken more time given the limited time frame.

After implementing NPC interactions, I set up the entrances and exits between the maps.

Then, I designed the UI for the player's inventory and the store inventory. Designing took up most of the time given.

After finishing the designs, I implemented functionalities such as drag and drop and inventory display systems through coding.

I had to manually add items to the store inventory because I didn't have enough time to automate this process. Therefore, when you enter and exit the store, the inventory updates to include any items you've bought and replaces the old inventory.

After designing the player inventory functions, I also worked on the store inventory. I set up the functionalities and implemented a system for buying items and adding them to the inventory with a currency system.

After this process, I started looking for bugs and potential issues. I managed to fix a lot of bugs.

Then, I started designing the clothing system and editing the character's design for these clothes. You can wear approximately 4 different types of shoes, 6 different types of hats, and 4 different types of clothing.

Once I set up this system, I realized that I no longer had any time left, so I began searching for any remaining bugs. I tried to fix as many as I could, but you may still find some if you look. This is because I did not have enough time to test all possible scenarios.

Through this process, I developed the game to this point. However, the game is not at the level I wanted it to be because there are still many features that need to be added. One of these is the sales system that you specified as a project requirement.

The reason I was unable to implement this system is because I ran out of time. If I had more time, I would have been able to add it, I am sure.

If I had more time, some of the things I would have liked to include are: more NPC interactions, tree and grass animations, birds, separating sales and purchases with 2 different map designs, NPCs who shop and interact with them, expanding the map design to create a city (similar to Stardew Valley), etc. These were some of the goals I had in mind but was not able to achieve due to lack of time.

But no worries! I still think I've done a good job with what I've been able to accomplish. I am curious to know what you think.