

# Documentation

To develop the task of a functional clothes shop, I divided the problem into several steps and completed them in the following order:

- **Scene design:** I used tilemap grids to create a scene that makes sense with the environment of a clothes shop, with a table, a shopkeeper behind, and some wardrobes behind him, also I arranged the layers of the tilemaps to order them and prepared the collisions for the appropriate layers.
- **Item purchase structure:** To manage the items that can be purchased, I created scriptable objects for each item the player can buy, since scriptable objects are ideal to store data outside the scene, and the scriptable objects also hold the sprites and animations.
- **Player movement:** I developed the code to move the player and set up the animations using Rigidbody2D, at this point I had two options, I could either use modular characters and animate each body part using Transforms, or I could use animations baked on sprites, each method has advantages and disadvantages, so I decided to go for the route of animations baked on sprites, which is the same technique that Stardew Valley uses, that way I have created a few sprite sheets for hair, head, shirt, pants and shoes of the player.
- **Shopkeeper:** I developed the logic to buy/sell items. To trade with the shopkeeper, the player must approach him and press the key "E", after which the menu will appear, the menu is animated using coroutines to tween the alpha value of the panel. In the menu, it is possible to buy and sell items by exchanging credits. As expected, the player cannot buy something when his credit is less than the price of the item, I also added some small details like the shopkeeper changes its direction to look at the player when nearby.

Overall, it was an interesting challenge. When reflecting on how well I think I did, I believe my results were good.