Thinking Process

At first I thought the way to do the store system that while I was blocking the scene at first to have the idea more clear in my mind I done the interactions with the scene, in the clothes rack, door, and the start for the wardrobe and the store UI, than I found out that the clothes to this project gonna be the change of colors in the character, than to make the colision with the objects to show the messages telling the possible interactions the trigger boxes were reduced to show only where the messages matter the most, than the UI was made to be simple, and the system take me a little long to think the way to apply, but each line I wrote made more clear how to do the store system and how to save the data of it.

The code for the store basically starts creating a list of strings and adding the objects for the UI and the list made all the toggles and the icon, the string is attached to the name and at the same time defines the color of the icon changing the string to something acceptable to the color class in unity, after with the toggle selected I create a button to do the action of buying, than it removes the object from the list if the player has enough money to buy it, and create a toggle with and icon the same way it was made in the store to the wardrome where it keeps the bought clothes and where the player can were the clothes, where he can select the clothe he want to wear and the color of the character changes based on the icon of the hud, taking it color and insert it on the color of the player's sprite editor in the code I made a lot of comments and create some regions to organize the code.

I think I did well, the system made is functional, works and can be upgraded in case need something eles, só I wish I pass to get even more experience and get better in coding