Little Shop Simulator
Clauê Silveira

Links:

https://github.com/Clauveira/little-shop-simulator-unity
https://trello.com/b/31D1XDbC/little-shop-simulator
https://clauveira.itch.io/little-shop-simulator

Message received from Djordje at 20:15 (GMT-3. assuming this as a default GMT for this document now).

First step: Take a pen and paper to draft the ideas and idealize a schedule. The time was divided into 4 sprints:

      1st - deadline 09/25 16:00 - concept, assets, player movimentation and animation, character customization.

      2nd - deadline 09/26 12:00 - tilemap + furniture, inventory

      3rd - deadline 09/27 8:00 - Player interactions, Menus, sound effects.

      4th - deadline 09/28 4:00 - testing and polishing.

At the beginning of the 1st milestone, was created the Trello, GitHub project, Itch.io page and find assets at itch.io, were "shubibubi" game asset was found, and starts to use thow of this free version assets.

Starting at unity creating the player sprites structure, and a "prototype background".

At the point of creating the animations, I was really appreciating the pixel art and felt the necessity of the rest of the pack, tham was decided to buy the "cozy-people asset pack". Some modifications were necessary, as cut animations that don't will be used, as change pallet colors.

Was decided to use a grayscale pallet at the sprites, so that it can be modulated to fit all colors. There was a need to search for a way to change the sprite file so that we could customize every part of the character.

Created a prefab for characters' sprites. A skins array to suit the parts that have variations. New animator for the player, thinking on animating any variation of the same part, independent of this name. Adjusted a bug that causes the player to look in the wrong direction when moving diagonally, and normalized the diagonal speed too. Milestone 1 nearly 16:30 and commited to master on github and uploaded to itch.io.
Starting milestone 2.
At the end of milestone 1, there was a very annoying layer problem if the player transposed the objects. This was the first thing I worked on: sorting sprites order.
Created more prefab objects, and put collisions on them and at the walls.
New items assets, not such luck as finding the characters assets, the items assets I found dont fit my expectations; this time I took an rpg items assets to don't waste much more time.

Creating an inventory system. Putting items predefined to tests.

Created breathing animation and re-scaled sprites to fit better and feel less sharp as was with pixel perfection before.

Randomized color and item types.

Sold sprite, buying-inventory that are limited to 8 sloots.

Player inventory. After taking some items to the buying-inventory, tank to the shopkeeper, tham you will finalize the purchase.

equip items from players inventory by clicking. equipment, sprite and colors.

The three last milestones go much faster than the first. I think the final appearance of the project was good. But there is much more to improve. At all this was a great experience to improve myself.

Assets used:
https://shubibubi.itch.io/cozy-farm
https://shubibubi.itch.io/cozy-interior
https://shubibubi.itch.io/cozy-people

Music:
store_music: Is Coffee A Verb Or Noun by Zep Hurme (c) copyright 2021 Licensed under a Creative Commons Attribution Noncommercial (3.0) license. http://dig.ccmixter.org/files/zep_hurme/64068 Ft: oldDog

Summer in Town by @nop (c) copyright 2021 Licensed under a Creative Commons Attribution Noncommercial (3.0) license. http://dig.ccmixter.org/files/Lancefield/64029