

### **Clothing Store Prototype**

During development of this prototype, I had many thoughts on approach and how to implement the systems required and decided firstly on a simple movement system using Unity's built-in axis input in order for the player to move up, down, left and right. The art was decided to be a tile map to allow for multiple levels to be created with it if needed. With the purchasing and equipping aspect, I used an integer system to allow the code to determine which shirt and pair of trousers is equipped and a Boolean to determine if the item had been purchased, the text for the items in the store was changed accordingly using the integer to change a purchased item to equip instead of purchase if not already worn and vice versa. The clothing change has been done by altering the colour of the original item worn by the player through the code as apposed to changing the game object directly. This was done in order to minimise work done with the animation for walking for the same effect. Given more time a proper inventory system would have been set up for multiple different styles of clothing to be worn. Throughout the prototype the only issues faced were with GitHub as I rarely use it being a solo developer however the problems were fixed in the end. Much of the code I already knew how to implement which defeated the need for checking online.

I believe that given the timeframe and the objective of the task I have done fairly well. Art design is not my specialty but the application required a display of using it and in my opinion, it did not turn out badly. There is improvements I would make but I hope this prototype displays my ability and time management in a short space of time. I look forward to hearing from you.