

During the initial scanning and planning phase, I endeavored to prototype essential elements, aiming to locate resources on the Unity Store for assistance. Unfortunately, I couldn't find suitable free resources to aid in my project.

Commencing with the player movement system, I established functionality where players could navigate using the W, S, D, and A keys. Moving forward, I began crafting a basic user interface. Since pre-made options were unavailable, I constructed it using simple Unity panels and selected color schemes.

Regarding the level design, facing a lack of available resources, I opted to utilize assets from Brackeys' pack, specifically the room and pentagon elements. These became integral to my prototype; I employed pentagons as interactive objects, requiring player activation before allowing teleportation to other points.

A substantial portion of my time was dedicated to crafting the Player Inventory and Trade systems, accounting for approximately 40% of the development duration. Although I initially planned extensive features for the Inventory system, such as diverse objects like clothes, potions, and more, due to time constraints, I streamlined it to focus solely on clothing items.

Additionally, I had intended to create a Main Menu featuring character appearance customization, including clothing, facial features, and eyes. I successfully created separate clothing prefabs and integrated Sprite renderers for each body part to enable extensive customization. However, due to time limitations, the implementation of customizable facial features and eyes was omitted.

Reflecting on the process, I acknowledge that more time could have been saved had suitable resources been readily available for my prototype. I spent hours (about 4) scouring the asset store and developing my own UI, a task that could have been expedited with pre-existing resources.