

The Shopkeeper

The Shopkeeper is a 2D simulation prototype, reminiscent of ‘The Sims’ and ‘Stardew Valley’, focusing on a clothes shop where players interact with a shopkeeper, buy/sell items, and dress their character.

Development Process

The project began with setting up Unity 2021.3.2f1 and structuring tasks. Key features were incrementally built, ensuring functional milestones before advancing.

Character Control and Environment: Simple animations and 2D controls were established early. The environment design followed, introducing natural boundaries using 2D sprites to complement the shop’s aesthetics.

Shopkeeper Interaction: The interaction mechanic was initiated with `OnTriggerEnter2D`, evolving to an `OverlapCircle` method for flexibility with multiple shops.

UI Design: The UI demanded significant time, challenged by Unity’s UI Toolkit, pushing boundaries of comfort and skill.

Inventory System: Reusing the shop UI for the player’s inventory was a strategic pivot, highlighting adaptive problem-solving.

Refactoring: Transitioned the player into `IBuyer` and `ISeller` interfaces. A Command pattern centralized the selling mechanics, streamlining the transaction process.

Equipment Mechanic: The character’s appearance changes were handled by individual sprite renderers for body parts, controlled via an `EquipItem` function.

Asset Integration: Utilized Brackeys 2D Mega Pack and original assets designed in Aseprite.

Final Touches: Integrated custom clothing items, taxing artistically more than programmatically.

The project is a balance between ambition and scope, conscious of the 48-hour deadline. Though robust, it recognizes its limitations, chiefly born from time constraints.

Please enjoy the journey within The Shopkeeper, where every attire holds a story.