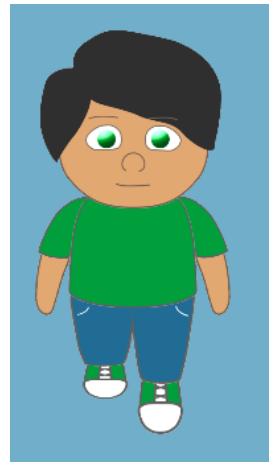# My Sims

First of all, thank you for this opportunity to test my knowledge and quality to myself and to other people, and pardon me for being 3-4 hours late because i did not start exactly into the moment when it is started,but here, i hope you appreciete my works here, let's get started :

So what are the features of My Sims ?

My Sims have :

* Walk around.
* Enter into building.
* Talk to the clothes seller (even though she is the only one talking).
* buy items inside the building (shirt, pants, shoes).
* access your inventory (with realtime showing what items you are equipped).
* Automatic building door (lol).
* Money (limited to 100 dollars)
* Camera Follow Up

Hmm seems too short, it is kinda not internally, i made the internal structures as near as the running game wherein there has to be a flexibility in altering items, or even maintenance, let me give you an example...

Databases

The game has its own database 'pretending to be a real database just for test', wherein all records and references, or even prefabs will be come and go in here, so for example, the inventory ui, at start it needs to fetch everything in its database before it became useful. Also there is an instance a database is throwing events for its slave inventories.

Another example is the money, before you could obtain the item the system will check it first from the database and then it it will grant once there is enough money, or else the other outcome, and an error message will appear.

File Structure

I made sure that the folders are belong to their respective objects so i made the folders names with their names and heirarcially set it according to their relative rank, no matter how much folder is in there as long as it is beneficial in the long run :)

My Sims Internal Features
Besides of the database, My Sims also has :

2D Skinning and Bones
I added this feature because the LSW looks like using a bones even it is 2D, so i think this is perfect for the project. And then i use a 2D virtual bone image to place the clothes and body parts correctly..

Character Addon (Clothes) Setter
This setter is combined with 2D skinning and bones because this one will place them correctly in character. I created this one, and the code doesnt have much room for improvements for now but it would work.

Character Controller
This one will control which of the part of the character would be shown to the screen (because we have front part, back part and side part), and also would control the velocity of the character, as well as animation and when the player is viewing inventory or talking to Karen 'know her she's so cool', the character will temporarily be idle.

And i think most of internal features are those, some of it such as "Camera Controller Script" has very obvious purposes.

Process of creating a character

Using image editor, First i made a front part(the base), and then from that i made the back part and side part, and add virtual bones on it (for us to easily create and locate bones in Unity), and after the PSD's are done, i imported it to the Unity (to its respective folder) and create its bone there and link some scripts.

From the PSD's of the character the Addons will be created, with the same process, and so on..

I think i have said the most of it, so i hope you further checked it, and in anyway's, goodluck in the project! I really love it.

NO OTHER PERSON'S CODE WERE HARMED BY CREATING THIS PROJECT