Clothes Shop

About the System

This project consists of a clothes shop, developed in under 48 hours. You will be able to move the character and interact with the Shopkeeper to open the Shop.

Inside the shop you can sell unequipped clothes and try out every one of them before buying. Leaving the shop will return the character to their equipped outfits.

Outside the shop you can access your Clothes Inventory, there you are able to equip outfits you have bought in the store.

All the sprites and animations come from free packages from the Asset Store.

Thought Process

I started the process by evaluating everything I needed to complete the task and the order I would start implementing it.
(Assets Import > Setting up the scenery and its Colliders > Movement > Scriptable Objects > Player View > Inventory > Shop > Shopkeeper interaction > Currency)

Implemented scripts with the MVC pattern.

Shop interactions also fire events that other scripts can subscribe to and react accordingly.

Every piece of clothing is a Scriptable Object that can have its name, price, sprite and category easily changed.

Personal Assessment

The task was a good challenge where I could exercise and apply my Unity knowledge.

I didn't use any code from previous projects, everything was developed during the task process.

By using Scriptable Objects I could configure every clothing piece available on the chosen asset Package quickly.

I also tried my best to keep the codes clean and scalable within the task time limit, although they could be better in this aspect.