

My thought of process at the beginning was to check the state of art of development of this kind of games, specially for the dialogue system, in the search I found the [Ink](#) system and implemented it, then I started working on the animations and for the player and another character that walks around, I used the Unity animation system to which I am very familiar with and made sure that the animations were compatible for the customization.

From there I continued with a little bit of decoration of the environment, I mainly used the resources from [Brackeys](#) for this, I made some Tilemaps and some sprites for the whole environment as decoration.

As expected the most difficult part was the implementation of the store and the customization system for the seller I used some triggers to evaluate all the situations, then for the coding of the store I used Lists and scriptable objects, so for the functioning I have two lists for the store, one with items that can be bought and another with items that can be sold, initially the player can't sell anything, the coding of buying was rather easy because you just pass the item between lists, , the most difficult part for was the selling system as it requires a lot of things to check in order to sell them, like what happens if the player has equipped the item he is selling, among other things.

For the customization the system asks for all the items that have been bought and then go into the PlayerInventory class, in this class all the objects are separated with indexes differencing all the items (eg. hoods from shoulders) and then separate them into their own respective list where the player can change all of them.

I think I did a pretty good job for the task and honestly had a lot of fun doing this!

Best regards  
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