

I researched Little Sim World to gain an understanding of the game's style and gameplay. I created and developed the main scene of the game, which takes place in a clothing store and the basic character movement based on point and click. I imported a tileset into Unity, created the shop scene with collisions, and I looked for a simple spritesheet and began customizing. Since I was creating the models one by one in Photoshop, I ended up only separating the body from the head to save time. With all the spritesheets separated, I created the idle and walking animation of the character in each direction. I adapted the character object to have a separate head and body, and I separated each piece of clothing into a scriptable object that stored all its animations, price, status, ID, etc. I set the camera to follow the character and set limits for the camera, made the vendor and the fitting room interactive, and began creating the store interface with options for buying, selling, and talking. I developed the money mechanics in the game to display the player's current money on the interface and create a script to alter it. I created the buy and sell item menus and wrote scripts to manage such operations. Once an item was purchased, it would be stored in the player's scriptable object as obtainable and equippable. I made the item equippable, replacing the previously equipped item. I studied how to change all the animations of the animator controller for the animations of the chosen clothing, to make it visible to the player. I polished some UI problems and improving the overall experience. It took me approximately 50 hours to complete the basics, but I will continue updating it until the deadline. It was a very nice experience and I'm happy with the results.