Name: Felipe Zarattini Miranda
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Used custom assets and packages, all of which are either free or I have ownership:

Sirenix Odin Inspector
TopDown Tileset Mega Bundle Rogue Adventure
Free Pixel Art Character - The Mana Seed "Character Base" and addons
Fantasy Wooden GUI Free
Doozy UI Manager
Free Pixel Font - Thaleah
Free Music Tracks for Games

Clothes Store is a small prototype in which the player can buy new clothes by interacting with the shopkeeper. He can also wear those clothes by interacting with the wardrobe and sell them back to the shopkeeper, even if he is wearing them at the time.

Every script implemented on the project is my own (found under the "Game" folder), except what was imported alongside the assets and packages mentioned above. My thought process was initially to decide on the priority order of what should be implemented. I decided to start by implementing the store scene using Unity's tilemap to get a better feel of what the game should be.

After the scene implementation, came the input handlers using Unity's new input system, the player controller, movement and animation transitions logic, the interaction interface, the dialogue system, the option choices panel, the buy and sell features, the player inventory, wear clothes feature (used animator overrides to sync clothes animations with the player animations). In the end I implemented a few more secret interaction triggers and an ambient music.

All of the important data is set on Scriptable Objects, which are read by controllers and managers, processed, and when needed, displayed for the player on UI views, such as the store buy/sell panels, the inventory panel and the currency value on the HUD. Most of the systems communicate through Actions, minimizing dependency between them.

I enjoyed doing this system very much, I think it went pretty well. I was only a bit unsure how to make the clothes animate alongside the player at first. Some of the sprites aren't well positioned upon the player base sprite, but I believe that to be a problem with the sprites themselves, as it's not all of them that show this problem. With more time, I would have liked to implement a save/load system using the DAO pattern to save the player inventory, the store stock and the currency amount.