Main Systems

PlayerAnimation:

Keep track of 4 animators (Clothes, hair, Head and Body). Have a listener in the movement script, so with any change in it, it animates the 4 animators as needed. Also have a listener in the inventory, to know when an item is equipped or unequipped.

PlayerInventory:

A list of items for the inventory and an array for equipped items. The list can change size, adding and removing items. The array has a fixed size so I could track the type of item by the index of it. Have the rules for player money, and equip and unequip items.

PlayerMovement:

Very basic, get axis inputs, move the character accordingly, have an event telling listeners it's latest input.

PlayerInteraction:

Get player facing direction from movement script, when spacebar is pressed it checks if an interactable object is in front of the character.

Item:

Simple and practical way of saving items information.

ItemShop:

Have the rules for buy/sell items and a list of items the player can buy.

ShopWindow:

Gets the player and shop inventory to display their items. When some transaction is made it updates.

PlayerWardrobe:

Similar to shopWindow but it shows player inventory only, and let it equip and unequip items

Performance Issues

HUD

I had kind of a hard time with the UI of this project because I lacked an objective design of what was required for these panels and also didn't have the assets for it. So it took me some time to find free art that aligned with some design I could think of.

Time

I know I'm delivering this project 4 days later than the planned date, and I'm sorry, this was such a chaotic week for me… But in working hours I can personally say that I didn't pass the 48h mark. I believe I could have planned better and asked to do this project on a later date and not spend as much time as I did searching for assets.

Wish I could have done more, but didn't want to postpone this any longer.